PCGAMES

The only PC games mag you'll ever need – Over 20 new games reviewed and rated!

£3.95
November 1994
4
Handcrafted with chainsaws

2 HIGH-DENSITY DISKS!
Quite possibly the finest selection of demos in the World!

DOOM 2
Smashin' or cash-in?
Full review inside...

WIN!
A superb double-speed CD-ROM drive!

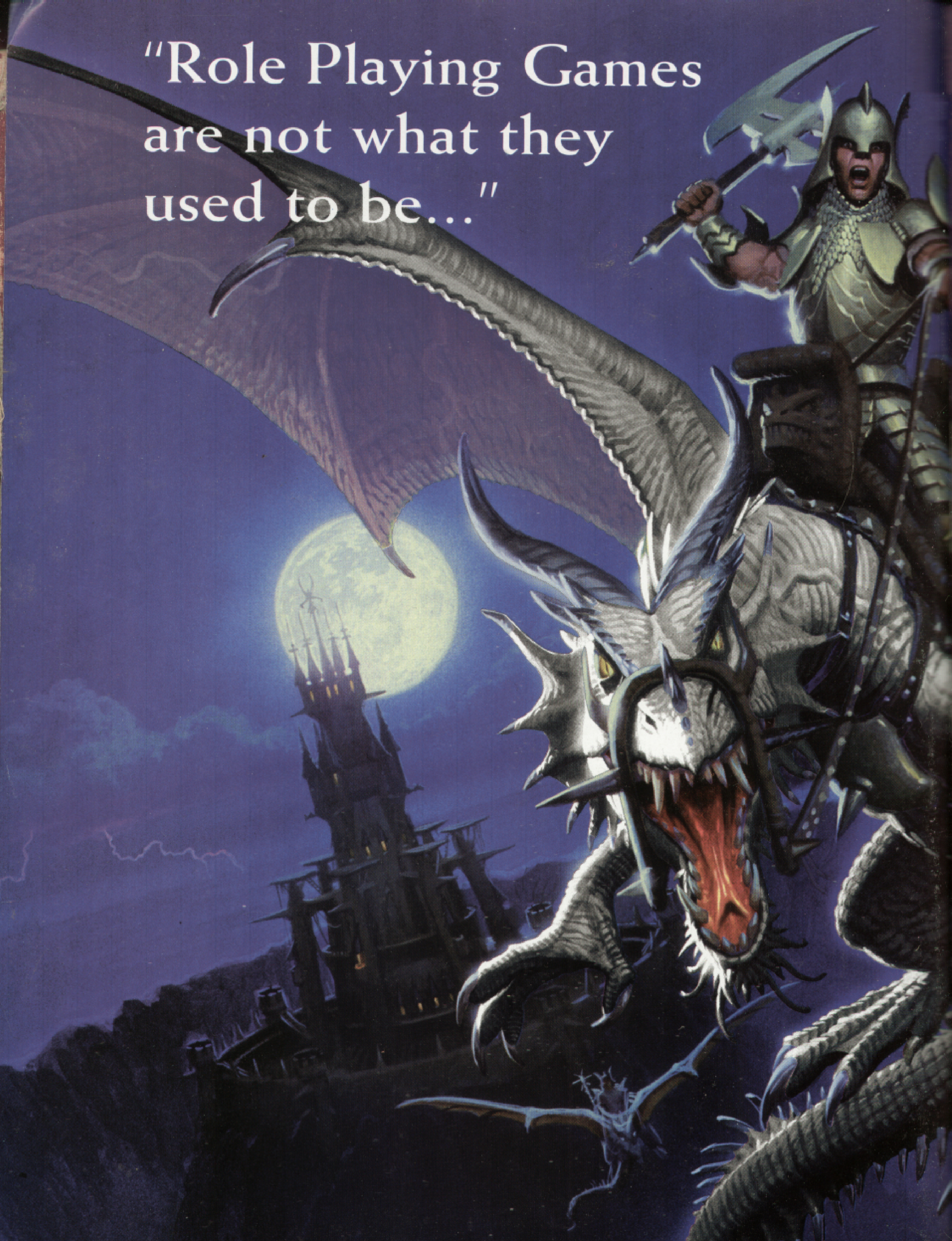
NO DISK? ASK YOUR NEWSAGENT!

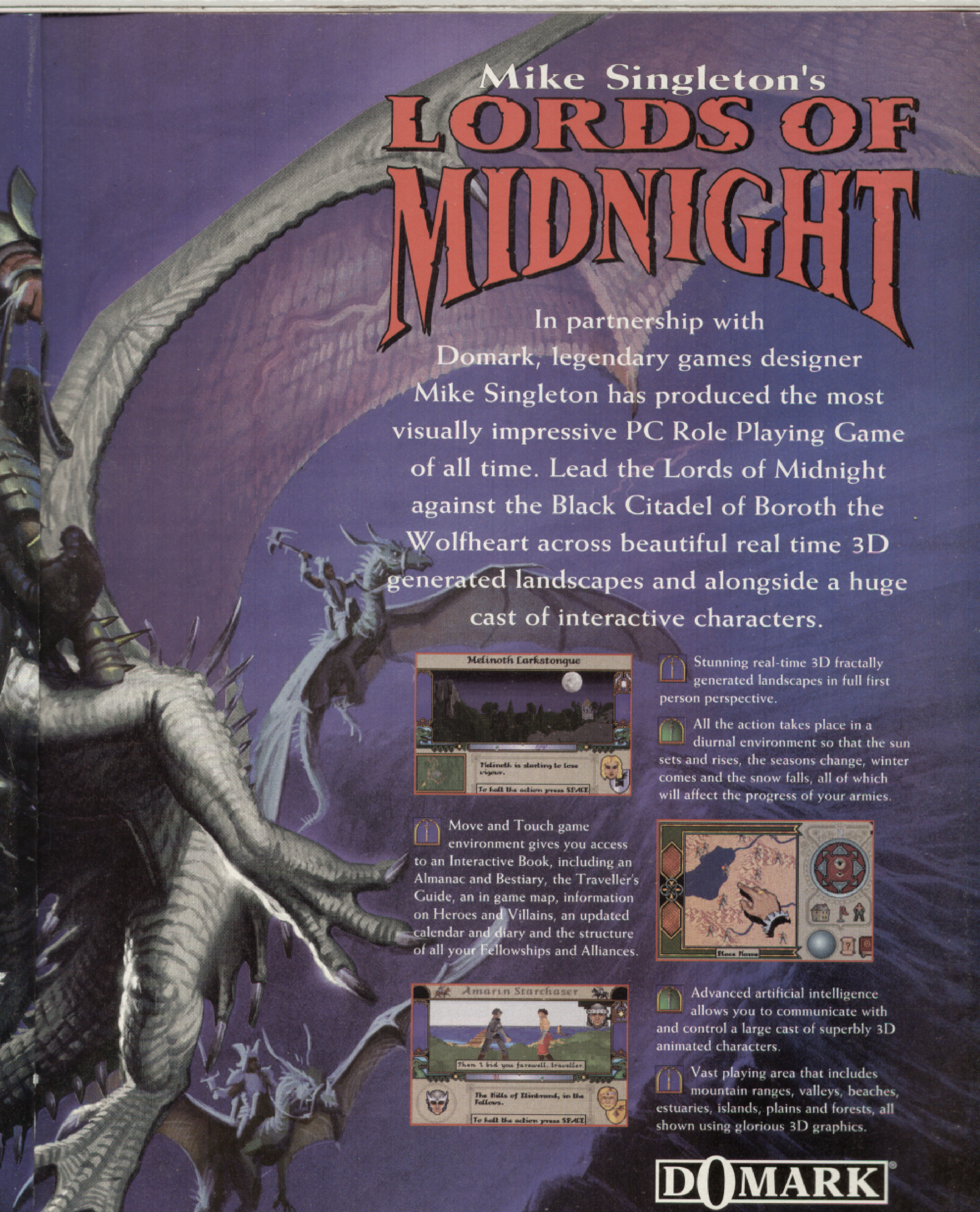
NO DISK? ASK YOUR NEWSAGENT!

SYSTEM SHOCK
Origin's Cyberspace epic reviewed!

MY LIFE AS A VACTOR!
Mark *'Luke Skywalker'* Hamill reveals all...

REVIEWED! Colonization ● Manchester United ● PGA Tour 486 ● Wrath Of The Gods ● Desert Strike ● Fritz Chess ● Clockwiser ● The Clue ● And more!
PREVIEWED! Retribution ● Ecstatica ● Dark Forces!
TIPPED! TIE Fighter ● Outpost ● The Chaos Engine!


"Role Playing Games are not what they used to be..."



Mike Singleton's

LORDS OF MIDNIGHT

In partnership with Domark, legendary games designer Mike Singleton has produced the most visually impressive PC Role Playing Game of all time. Lead the Lords of Midnight against the Black Citadel of Boroth the Wolfheart across beautiful real time 3D generated landscapes and alongside a huge cast of interactive characters.

Melinoth Larkstongue

Melinoth is starting to lose vigour.

To halt the action press SPACE

Stunning real-time 3D fractally generated landscapes in full first person perspective.

All the action takes place in a diurnal environment so that the sun sets and rises, the seasons change, winter comes and the snow falls, all of which will affect the progress of your armies.

Move and Touch game environment gives you access to an Interactive Book, including an Almanac and Bestiary, the Traveller's Guide, an in game map, information on Heroes and Villains, an updated calendar and diary and the structure of all your Fellowships and Alliances.

Place Home

Amarin Starchaser

Then I bid you farewell, traveller

The Hills of Ilindrand, in the Fallows.

To halt the action press SPACE

Advanced artificial intelligence allows you to communicate with and control a large cast of superbly 3D animated characters.

Vast playing area that includes mountain ranges, valleys, beaches, estuaries, islands, plains and forests, all shown using glorious 3D graphics.

DOMARK®

Welcome to the first 'proper' monthly issue of PC GAMES. As regular readers will already know, PC GAMES used to be bi-monthly, but our new schedule means that we can provide you with even hotter previews and far more up-to-the-minute reviews — as this issue (hopefully!) proves.

Of course, the big news at the moment is Doom 2, which has once again filled the office with the happy sound of demons being chainsawed. Unfortunately, ever since reviewing the game, Dean has been walking around with a strange look in his eyes, muttering "All must die, all must die..." over and over again — very worrying.

Anyway, enough of my problems — you get on and enjoy the issue. Until we meet again...

David Upchurch,
Editor.

PHONES
VOL
BUSY
EJECT

WIN!
A double-speed CD-ROM drive!
Turn to page 24
NOW!

6 Disks!

What's on 'em and how they work — it's all here.

12 News

Yes, fresh from the European Computer Trade Show, which was held in London last month, comes word of a whole slew of exciting new games.

27 Previews

Join us as we fast-forward into the future, and take an in-depth look at some of the exciting new games that'll be appearing on a PC in the next few months.

Doom 2........................40

It's the game you've all been waiting for — but has it been worth it? Is Doom 2 really the super-sequel we hoped it'd be, or just a jumped-up, over-priced data disk? All these questions and — yes! — more are answered on page 40...

My Life As A Vactor.........20

Mark Hamill, he of Star Wars fame, 'starred' in Sierra's Gabriel Knight and is about to play the hero in Origin's eagerly-anticipated Wing Commander 3: Heart Of The Tiger. PC GAMES spoke to him about his life as a Virtual Actor...

39 Reviews

Yet more new titles take a number, sit down and wait to be grilled by PC GAMES' team of games analysts. Under inspection this month are: Doom 2, the long-awaited sequel to Id Software's Doom; System Shock, Origin's Doom-ish 3D adventure; Colonization and Sid Meier's totally un-Doom-like follow-up to Civilization.

Editor David Upchurch ● *Assistant Editor* Dean Evans ● *Staff Writer* Alex Fraser ● *Art Editor* David Kelsall ● *Additional Design* Colin Parker ● *Cover Illustration* Simon Bisley ● *Contributors* John Bennett, Simon Byron, Steve Cooke, Christina Erskine, Martin Klimes ● *Internal Illustrations* Paul Garner , Rachel Trewin ● *Advertising Manager* Marie Lawlor ● *Advertising Production* Tina Gynn ● *Editorial Director* David Kelly ● *Managing Director* Terry Pratt ● *Editorial and Advertising Offices* Priory Court, 30-32 Farringdon Lane, London EC1R 3AU; Tel: (071) 972 6700, Fax: (071) 972 6710 ● *Distribution* BBC Frontline Ltd, Park Road, Peterborough PE1 2TR; Tel: (0733) 555161 ● PC GAMES is produced with the help and assistance of Apple Macintosh Desktop Publishing equipment, using Quark Xpress 3.11, Adobe Photoshop 2.5, Aldus Freehand 4 and a host of others. Printed by TPL, 111 Hartlebury Trading Estate, Hartlebury, Nr Kidderminster, Worcs DY10 4JB ● *MonitorMan™ Logo* The Designers Republic ● No part of this magazine may be reproduced, stored in a data retrieval system or transmitted by any means, electronic, mechanical, recording or otherwise, without the prior permission of the publisher ● Cryptic quote: "Thanketh thou very much indeed for askwith..." ● © EMAP Images 1994

contents

70 CD Updates
In the same way that caterpillars turn into butterflies, so floppy games become exotic CD games. And here's where we review them.

72 Budget Reviews
There are some smashing bargains to be had in the ever-growing budget market — just look at this lot.

Subscribe to PC GAMES *now!*
There's a great offer on page 76...

System Shock...............66

From Looking Glass Technologies, the people who brought you the Ultima Underworld games, comes System Shock, a 3D space adventure in very much the same mould — but better. Yes, it's rather smart, and you can read all about it on page 66.

74 Yours... For Less Than A Fiver!
Shareware may not be the sexiest-sounding term ever, but it's your secret password to software heaven. Remember: Doom was Shareware.

78 Power Up!
If you're looking for tips, you've come to the right place. If you're looking for tips, just look right in my face... and see player's guides for TIE Fighter, Outpost and The Chaos Engine, as well as on-going complete solutions for Heimdall 2 and Al-Qadim: The Genie's Curse.

92 Dr Spanner's Casebook
If you want to play the best games, you've got to have a CD-ROM drive. But how do you install one? And what are the best buys? The Doctor's got all the answers...

96 The TroubleShooter
Christina Erskine reveals all about those mysterious viruses which infect your PC's hard drive and floppies.

97 Letters
You wouldn't believe the letters we've had this month. I know we couldn't.

98 Next Month!
Some exciting news about a shiny disc-type thing that you can expect to see on the front of the next issue. Probably.

REVIEWED THIS *ISSUE...*

Betrayal At Krondor^CD 70
BreakThru! 50
Brian Lara's Cricket 61
Clockwiser 60
Countdown 61
The Clue! 48
Colonization 58
Desert Strike 62
Doom 2 40
Fritz Chess 44
Heimdall 2^CD 71
Manchester United: PLC 64
Master Of Magic 46
PGA Tour 486^CD 52
Pinball Dreams Deluxe^CD 71
System Shock 66
World War II: D-Day & Midway 56
Wrath Of The Gods^CD 54
Zool 2^CD 71

Disks!

We've done all the hard work, compiling two superb disks packed with excellence! Now all you have to do is turn the page to find out how to use 'em!

Disks!

Yes! This month, PC GAMES is proud to present Wacky Wheels, a superb Super Mario Kart-style game; Transport Tycoon, a strategy game that allows you to build your own railways; and two arcade classics, Gobman and Last Of The Free, the last of which is probably the best Defender clone we've seen. What are you waiting for? Load 'em up...

PCGAMES

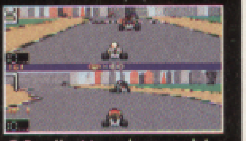
DISK 1 Tested for ALL known viruses!

Requires 256-colour VGA, 4Mb of RAM and DOS 5.0; 386 PC minimum

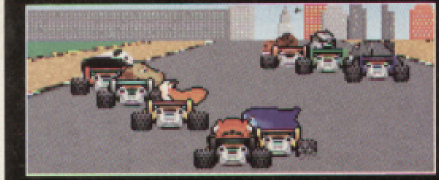
EXCLUSIVE!

Wacky Wheels!

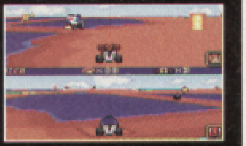
Go karting ker-razy with this superb Shareware demo of Apogee's latest 3D sensation! It's the most fun you'll ever have with your trousers on!



- Excellent two-player mode!



- Race on 5 tracks against 7 cute computer opponents!



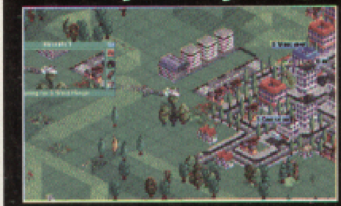
- Fight a mate in Combat Zone!

PCGAMES

DISK 2 Tested for ALL known viruses!

Require DOS 5.0; 386 PC minimum

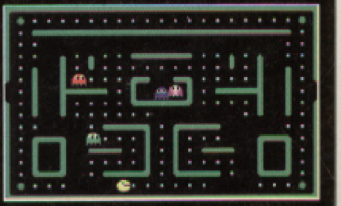
Transport Tycoon



If you liked Railroad Tycoon (and who didn't?) then you'll *lurve* this fully-playable demo of MicroProse's excellent transport sim!

- Requires 4Mb RAM and SVGA

2 Arcade Classics!



Last Of The Free One of the best versions of Defender on PC ever written!

Gobman! A superb Pac Man clone — with a few surprises thrown in!

- Both Classics require 2Mb RAM and VGA

Loading your coverdisks...

1. It doesn't get any easier than this. First carefully remove your disks from the cover of the mag and release them from their cellophane prison. Now insert the disk of your choice into your drive.
2. Type **A:** (or **B:**, depending on the drive type) and then press the RETURN key to log onto your lavishly-crafted PC GAMES disk.
3. Type the legend **PCG** and press the RETURN key. Choose the program you want to load using the UP/DOWN cursor keys. It's as simple as that...

Wacky Wheels

Apogee Software/Beavis-Sof

If you've ever seen Super Mario Kart on the Super NES then you'll have a pretty good idea of what Apogee's Wacky Wheels is all about. And if you've actually played Super Mario Kart then you'll know how much fun it is — and so is Wacky Wheels.

Wacky Wheels stars eight cute 'n' lovable animals who, when the local zoo is closed, like to spend their precious spare time taking part in ker-razy go-karting competitions. Wacky Wheels offers you the once-in-a-lifetime chance to join them and attempt to win the championship.

And if that sounds strange, you ain't heard nothing yet. You see, anything goes in these races and you can use any means, fair or foul, to win. For example, there are hedgehogs wandering about on the tracks which you can pick up and use as missiles to temporarily stun your rivals.

On top of that there are special fireball and bomb power-ups which you can pick up and use to nobble the other racers, speed-up chevrons and ramps littering the track, hazardous pools of water and oil to be avoided, and loads more.

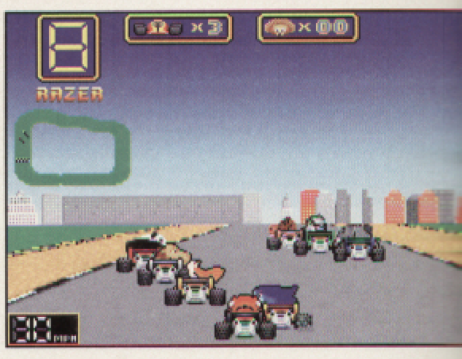
Although Wacky Wheels is a brilliant one-player game, it really comes into its own with its two-player split-screen mode, which allows two people to compete simultaneously against each other. You can also play head-to-head over a modem or serial link.

And if you get a little tired of racing, you can always go hunting and attempt to zap as many robot ducks as you can in two minutes, or challenge a mate to a hog-lobbing duel in the Battle Arena.

Thanks to its super-fast 3D engine, cute characters, catchy tunes, host of special features, bags of surprises and simply marvellous playability, Wacky Wheels is one of the best Shareware releases we've ever seen. You'll love it.

Loading The Game...

Once you've installed the game, log onto the **C:\PCG\WACKY** directory and then type **SETUP** to bring up the configuration menu. From here you can specify



your soundcard and modem/serial-link set-up, as well as alter the controls and the 3D detail level. Once you're happy with all this, quit out and type **WW** to start playing.

Game Controls

Full instructions are provided in the game, but to get you started (I know you're impatient) here's a brief description of all the options, as well as the control keys. (By the way, you choose an option by pressing the UP and DOWN cursor keys, then hitting the SPACE bar. Use ESCAPE to cycle back a screen.)

I Want It All!
If you want to get the full copy of Wacky Wheels (and I know that we do), contact the following Shareware library...

PD Selections,
The White House,
Clifton Marine Parade,
Gravesend,
Kent DA11 0DY.
Tel: (0474) 325802/331191
Fax: (0474) 320442

Single-Player Race

Before you can race, you have to choose a driver. There are four on offer in this Shareware demo: Razer the shark, Tigi the tiger, Peggles the pelican and Morris the moose. All have different skills — find out what they are by trial and error. Cycle through them by pressing the steer left/right controls and hit the 'Fire' key to select. (See below for the game controls.)

Now you have to decide which type of single-player race you want to participate in. There are five: Amateur, Pro, Champion, Time Trial and Kid Mode. In the Amateur, Pro and Champion races you compete against all seven rivals, at increasing levels of difficulty. In the Time Trial you race alone against the clock — see if you can beat the programmer's best time. In Kid Mode the speed is set for you — it's a good way to get used to the game.

Now select how many laps you want to race over (6, 8 or 10), the power of the karts (6HP or 12HP — 6HP is best for beginners) and the tracks (in this Shareware demo you can only play the Bronze Wheels tracks). Note that in Time Trial mode you can also select which of the tracks you want to race on, while in the others you have to play them in sequence.

And, er, that's it — happy racing.

Two-Player Race

Much the same as for the Single-Player Race, except you also have to choose whether you and your mate want to race just head-to-head or with all the other computer drivers participating.

Two-Player Shoot-Out

Select a driver, choose a Battle Arena (there are only two in this Shareware demo — the full game has six) and then go hog-lobbing crazy! See who can get the most 'kills'! Great fun!

Wacky Duck Shoot

A bit like the Two-Player Shoot-Out, except that it's just you trying to blast as many ducks as you can in the two minutes available.

Comm-Bat Play

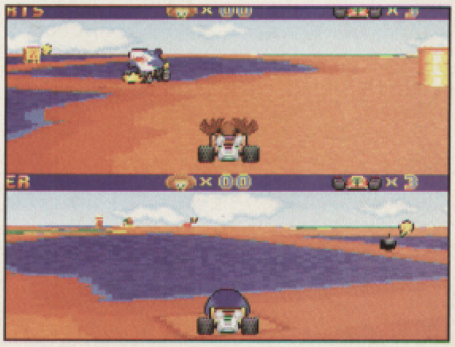
Allows you to link-up with a friend via a modem or a serial cable.

The Keys

Wacky Wheels allows you to play using a joystick, but hardened gamers will prefer to use the keys:

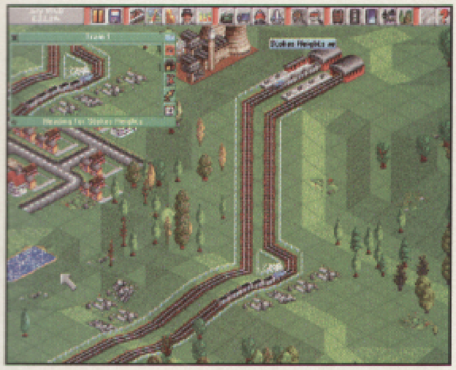
Player 1	Player 2	
Left Cursor	**D**	**Steer left**
Right Cursor	**F**	**Steer right**
ALT	**A**	**Accelerate**
CTRL	**S**	**Fire a hog**
SPACE	**G**	**Brake**
Down Cursor	**H**	**Hand-brake turn**

Hit ESC to pause, and select LEAVE RACE to quit to the main menu.



Transport Tycoon

MicroProse



Have you ever fancied running your own train network? How about a bus company? Hey, what about an airline and even a shipping business? Well, Transport Tycoon is the answer to all your wishes, an isometric-3D game that allows you to build up a complex, integrated transport network to put British Rail and London Buses in the shade. Not too mention Virgin Atlantic, P&O Ferries and...

In this playable demo from creator Chris Sawyer, you have two years of game time to create a profitable and thriving transport network. Like the old MicroProse smash, Railroad Tycoon, you now have the chance to start your own railroad business and, as time passes, new vehicles become available and, like Sim City, the towns around you grow and evolve placing greater demands on your fledgeling network.

The idea is simple. With a small amount of venture capital, you can build a couple of stations, build a train and run passengers or mail between the two towns. More adventurously, you can build stations near any industrial complex, i.e. the forest, the coal mine, etc, and then by connecting the track to the appropriate processing plant, i.e. forest to sawmill, coal mine to coal-fired power station, you can make money by shunting raw materials.

Obviously in the finished game there's over a hundred years of playing time and your network can consist of ships, planes, helicopters, buses and even monorails. Transport Tycoon is beautifully drawn and thoroughly absorbing. As no-one seems to buy Hornby model train sets any more, why not load up the demo and play with some trains. It takes up much less room than a Double-O trainset used to...

Loading The Game...

Once you've installed the game, log onto the **C:\PCG\TRANS** directory and type **TRANS** to start the game. Don't worry if you can't hear any sound effects when you start the game, because in this demo version there aren't any. Obviously the finished game will have trains going 'Woo-woo!' and buses that go 'Vrroom!', so please feel free to add your own sound effects.

Transport Tycoon can only be played in SVGA and this early demo version doesn't yet support all the possible 640x480 graphics cards. If you have a non-standard VESA SVGA card and you experience any problems running Transport Tycoon, give the helpful people at MicroProse a call on (0454) 326532.

Game Controls

Transport Tycoon is controlled using the mouse and won't work if you don't have one. When the opening menu appears, choose NEW GAME and type in your name when prompted.

Before you can buy a train, you must build two stations and a train depot. First of all find, say, a suitable coal mine, and click on the railway icon to place a station (1-4 tracks wide, 1-4 coaches long) nearby. Next, using the four-track icons, build a connection to a nearby coal-fired power-station. You can scroll around the map by holding down the right mouse button or by clicking on the map icon on the menu bar. If there's any difficult terrain in the way, simply raise or lower it Sim City-style using the appropriate icons in the railway menu. If you go wrong, simply bulldoze any mistakes with the bulldozer icon.

Once your two stations are connected, choose the depot icon from the railway menu, and put a correctly-orientated depot (i.e. with the open doorway facing the railway track) on a square next to your track. When you've done this, click on the depot to bring up the vehicles menu.

At the vehicles menu, choose the NEW VEHICLE option and click on an engine to buy it. Obviously, if you're going to shunt coal back and forth you're going to need some coal trucks, so scroll down the list of vehicles and click on the coal truck icon to buy some.

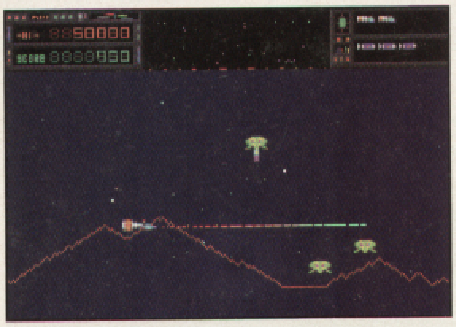
Now, you're going to need to give your train some orders. Click on the train and select the GOTO option. When the mouse cursor changes to an arrow, scroll the map to your first station and click on it to assign it to the train orders. Now click on GOTO again and repeat the above process for the destination station. Now all you need to do is click on the little red flag next to the picture of your train, to make it chug out of the depot and speed away down the track.

Once your coal route is up-and-running, you can also connect towns together to carry mail and passengers. Obviously the most profitable routes are between distant destinations, so try and create the biggest route you can with the funds available. Of course, you can also shunt goods, iron ore, wood, oil and numerous other raw materials.

Although Transport Tycoon may seem very complicated initially, the controls are very intuitive and easy to get to grips with. Have a fiddle around with the menu bar and see what you can do. If you want to pause the game, click on the left-most icon on the menu bar and to quit click on the disk icon and choose RETURN TO DOS.

Last Of The Free

Shareware



Defender is one of the true arcade classics. And in our quest to bring you the hits of the past, we present Last Of The Free, an excellent and very playable Defender clone.

The idea is simple: Your planet is being attacked by aliens, who are attempting to kidnap the humanoids wandering across the planet's surface. You, naturally, have got to stop them. To help you do this you've been equipped with an agile starfighter, which can fly at high speed left and right over the planet.

As you whizz around, you'll often spot an alien carrying a humanoid off to his doom — if you do, zap the alien, catch the humanoid and deliver him back to the safety of the ground for a big points bonus. Take care, though — if an alien carries a humanoid off the top of the screen, it'll turn into a deadly mutant.

As you progress through the levels, you'll encounter more alien species, all with their own peculiarities and attack patterns. Luckily, if things get too hot you can always detonate one of your three Smart Bombs or Hyperspace to safety.

Loading The Game...

Once you've installed the game, log onto the C:\PCG\LOTF directory and type **SETUP** to load the configuration menu, where you can select a soundcard. When you're happy with the set-up, quit out and type **LOTF** to start the game...

Game Controls

Last Of The Free is controlled using the key as follows:

A	**Up**
Z	**Down**
RETURN	**Fire**
SHIFT	**Thrust**
SPACE	**Reverse**
TAB	**Smart Bombs**
H	**Hyperspace**
P	**Pause**

Gobman

Shareware

Pac Man used to be one of Dave the Editor's favourite arcade games — mainly because it's all about his favourite pastime, eating. So he was delighted with Gobman, a very good version of the old classic. As the Gobman of the title, it's your task to gobble up all the dots covering the pathways of a maze.

Although this sounds quite easy, your life is made harder by the four ghosts patrolling the maze, because any contact with them means instant death. Fortunately, by eating one the green-coloured Power Pills you become invincible for a short time, allowing you to turn the tables on your pursuers — by gobbling them up.

Gobman differs slightly from the original Pac Man in that it features special power-ups, such as bombs and level warps, and as the game progresses, the ghosts get faster and more intelligent and the mazes get more tortuous.

All in all, Gobman is simple and addictive arcade fun. There's no texture-mapping, no Gouraud-shading and no four-channel, digital soundtracks, just a big yellow dot, eating smaller dots, chased by ghosts. Ah, the memories...

Loading The Game...

Once you've installed the game, log onto the **C:\PCG\GOBMAN** directory and type **GOBMAN** to load the game. Gobman uses the PC's internal bleeper for sound so you don't have to worry about configuring your soundcard.

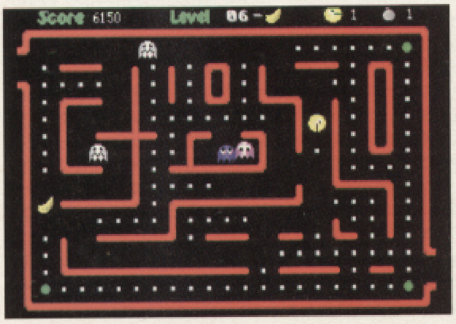
Game Controls

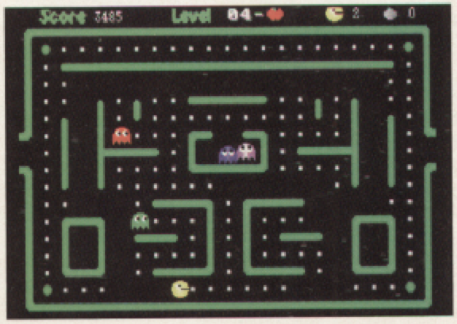
Once you've started the game, choose PLAY from the menu screen to warp to the first Gobman maze. Like Last of the Free, Gobman is controlled using the keyboard and the keys are:

Up Cursor	**Up**
Down Cursor	**Down**
Left Cursor	**Left**
Right Cursor	**Right**
SPACE	**Use bomb**

Gobman differs from the usual Pac Man clones because of the inclusion of power-ups. Besides the bonus fruits that appear randomly from time to time, there are level warps (indicated by small wooden doors), time freezes (shown as small hourglasses), bombs (er, bomb-shaped objects) and invisibility pills (they don't make you invisible, they turn the whole maze invisible).

At any time, press ESCAPE to return to the main menu and then choose the QUIT option to return to the DOS prompt.





Making a boot disk

If you're having problems running any of this month's games try making a boot disk. Take a freshly formatted floppy disk, slap it into the disk drive (I'll assume it's drive A for the moment) and type: **SYS A:**. The system files will be transferred and within seconds you'll have a boot disk on your hands.

All you then need to do is leave the floppy in the disk drive, reset your machine and finally try loading the game again. Don't take the disk out of the machine as it boots up because you want the PC to read the information from the floppy rather than the hard disk.

ALERT! ALERT! My disk is faulty!

Due to the massive number of disks duplicated, the odd one might be a touch faulty. If you're unlucky enough to get one of these, don't despair because help is at hand. Whatever you do DON'T SEND THEM TO US! Simply send them off to the following address with an SAE for 28p:

PC GAMES Bodged Disks,
Diskxpress,
Unit 7, Willow Court,
Bourton Industrial Park,
Bourton-on-the-water,
Gloucestershire GL54 2HQ.

If you think you can solve your problems over the phone, try calling the disk helpline on **(0451) 810788**. The helpline is open between 3pm and 5pm on weekdays.

What the... HELP!

Wacky Wheels and Transport Tycoon both require 4Mb of Expanded (EMS) memory to run, while Last Of The Free and Gobman require 2Mb of EMS. All require at least 580K of free base memory. If you have this, not Extended memory (XMS), they shouldn't cause you any problems.

- These demos do not work under Windows and may not be compatible with Doublespace, QEMM 386 or Stacker disk compression software. Ignore at your peril!

The fine print bit...

The PC GAMES coverdisks are rigorously checked for viruses, but coverdisks are used at the reader's own risk. PC GAMES can accept no responsibility for damage to either data or hardware caused by using the coverdisks.

PC GAMES and its retailers are not liable for any unnotified changes to the contents of the coverdisks which may occur.

get too
Smart

o the
ad the
sound-
ut and

lows:

nth's
tted
e it's
stem
ve a

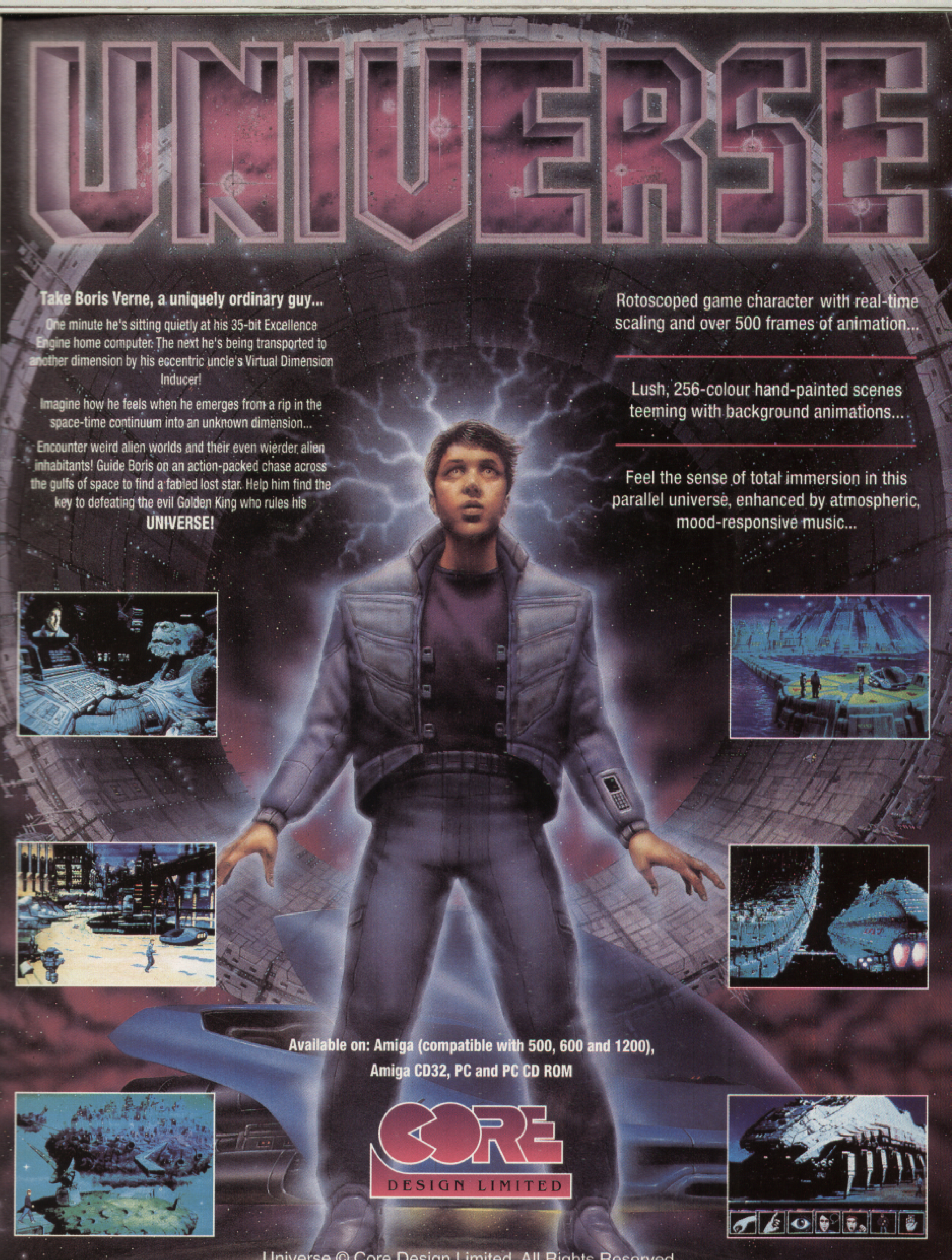
disk
ame
oots
from

odd
h to
and.
send

one,
The

b of
Free
east
ded
s.
may
s or
il!

for
isk.
e to
s.
any
sks



UNIVERSE

Take Boris Verne, a uniquely ordinary guy...

One minute he's sitting quietly at his 35-bit Excellence Engine home computer. The next he's being transported to another dimension by his eccentric uncle's Virtual Dimension Inducer!

Imagine how he feels when he emerges from a rip in the space-time continuum into an unknown dimension...

Encounter weird alien worlds and their even wierder alien inhabitants! Guide Boris on an action-packed chase across the gulfs of space to find a fabled lost star. Help him find the key to defeating the evil Golden King who rules his **UNIVERSE!**

Rotoscoped game character with real-time scaling and over 500 frames of animation...

Lush, 256-colour hand-painted scenes teeming with background animations...

Feel the sense of total immersion in this parallel universe, enhanced by atmospheric, mood-responsive music...

Available on: Amiga (compatible with 500, 600 and 1200), Amiga CD32, PC and PC CD ROM

CORE
DESIGN LIMITED

Universe © Core Design Limited. All Rights Reserved.

The savings

Whether you're shopping for computers, software or any kind of peripherals, upgrades or consumables, this is the only place to be!

Save time

The Computer Shopper Show brings together all the leading brands of computer hardware and software with the latest products on show.

It is a unique chance to buy direct from manufacturers or from the leading dealers – so you can do all your shopping around in a single visit!

Save hassle

Try out the latest kit and software before you buy and see many new products before they hit the shops! Make sure that what you are buying is right for you and get all your questions answered.

If you want the newest and the best, you can't buy better than at the Computer Shopper Show!

Save money

A visit to the Computer Shopper Show is also a unique opportunity to take advantage of some very special at-show deals and exclusive bundles.

And the savings start right here!

Phone for your ticket right now and you can save up to £2.00 off normal admission prices. **Call our credit card ticket hotline on 071 373 8141.**

You'll be well advised to visit!

The Computer Shopper Show gives you all the advice and help you need to make the right buying decisions. You will be able to visit:

Computer Shopper Buying Advice Centre - get free advice from the people who really know the answers–the journalists on Computer Shopper magazine.

NEW! Buying Advice Theatre - a rolling programme of free presentations giving advice on purchasing PC's, choosing the right software and installing upgrades.

EXPANDED! Leisure Zone - by popular demand now twice the size of last year's show, this is your chance to try out the big games for Christmas before deciding what to buy. *Sponsored by PC Zone and CD ROM Magazine.*

Don't forget to bring these vouchers with you to the show to claim these very special offers. These offers are exclusive to Christmas Computer Shopper Show visitors only.

FREE MOUSEMAT

With every purchase when you bring this coupon to the Simply Computers stand 416, at the Christmas Computer

ADMISSION PRICE RETURNED

Purchase any printer from the Mannesmann Tally range, displayed on stand 346 and we will return your admission price up

FREE T-shirt

Amazing FREE Tiger T-Shirt with EVERY purchase of Serif PagePlus 3.0! To find out more about the UK's leading desktop publisher, and to see a demonstration, call in and see us on

per
unity
ery

gs
e!
w
0 off

tline

t!
gives
you
ing
visit:
dvice
the
e
n
ne.
re -
ee
on
the
ng

e -
the
s is
big
re

d

only.

rchase of
out the
l to see
e us on

s start here!

CHRISTMAS COMPUTER SHOPPER show

GRAND HALL, OLYMPIA, LONDON, 1-4 DECEMBER 1994

The biggest choice of the biggest brands

Buy your ticket now - and save £££'s

TICKET PRICES	Full Price	Advance Price	YOU SAVE
Adult	~~£8.00~~	£6.00	£2.00
Under 16	~~£5.50~~	£4.00	£1.50
OAP	~~£5.50~~	£4.00	£1.50
Family of 4	~~£22.00~~	£16.50	£5.50

Plus - tickets for groups of 10 or more cost just £5 each!

Book your tickets now on:

071 373 8141

HOW TO GET THERE
The Christmas Computer Shopper Show takes place at the Grand Hall, Olympia, Hammersmith Road, London W14 and can easily be reached by tube and bus.
Tube – Shuttle service from Earls Court to Kensington, Olympia.
Buses – Numbers 9, 10, 27, 28 & 49.

NEW - Visitor Hotline *(Open on 1 November)*
If you want to hear the latest news about the Christmas Computer Shopper Show – who's exhibiting and details of show features – simply call **081 742 2828** and ask for the Computer Shopper Hotline.

BLENHEIM

Sponsored by
Computer Shopper Magazine

COMPLETE AND RETURN TO: Christmas Computer Shopper Box Office, Exhibition Centre, Warwick Road, London SW5 9TA.

CLOSING DATE FOR APPLICATIONS: Monday 28 November 1994

PLEASE SEND ME: ________ (Qty) tickets @ £6.00
________ (Qty) tickets @ £4.00
________ (Qty) tickets @ £16.50

☐ **I ENCLOSE A CHEQUE PAYABLE TO:** Computer Shopper Show for
£________ for ________ tickets (total).

☐ **PLEASE DEBIT MY ACCESS/VISA ACCOUNT:**
Account No. ☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry date: ☐☐☐☐☐☐

Signature ________________
Mr/Mrs/Ms. ________ Initial ________ Surname ________________
Position ________________
Company Name ________________
Company Address ________________
________________ Postcode ________________
Home Address ________________
Postcode ________________ Day time phone no. ________________
Please tick your main reason for attending the show:
☐ Home use ☐ Business use ☐ Both
M ABCDEF

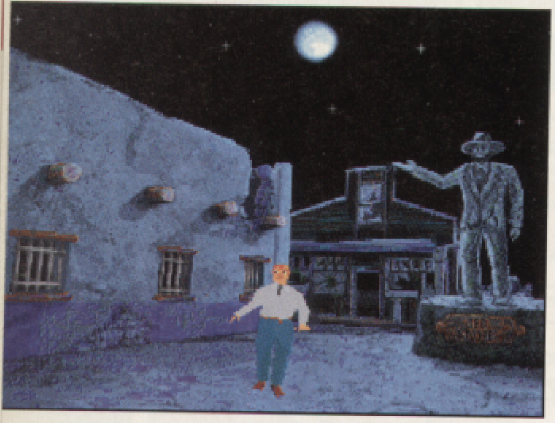
£1.50 OFF

If you can't book in advance, bring this voucher with you and get £1.50 off your entrance fee.

CHRISTMAS COMPUTER SHOPPER show

M ABCDEF

news



Alone *Again!*

There are only three games in the entire history of the world which have made us here at PC GAMES wet our pants with fright. Space Hulk was one, while the other two belonged to the same Infogrames' series: Alone in the Dark. Well, prepare to add another to that damp list next month when the third and final part of the trilogy, imaginatively entitled Alone In The Dark 3, will be scaring the living trousers off CD-ROM owners.

The plot take place around a film set lying just outside Hollywood in 1925. Emily Hartwood, whom Alone in the Dark veterans will immediately recognise, has managed to get a job as a script-girl on a movie called The Last Ranger. All is going swimmingly until one night, five miles outside the ghost town where the movie is being filmed, a crazed horse appears with the words "Call Carnby" scrawled on its saddle. Emily has gone missing.

And so begins Edward Carnby's last quest. You'll not be surprised to discover that the supernatural plays a large part in the game — indeed, the first 'person' Carnby meets is a cowboy with no skin — or that the whole thing will feature the atmospheric close-ups and unusual camera angles that made the first two games so special. But what will hopefully make Alone 3 that bit better is the fact that it's being developed primarily for CD-ROM.

"We've tried to take the intense, claustrophobic feeling of Alone 1, and combine it with the animation techniques used in Alone 2," offers Infogrames' PR geezess Beverly Gardner. "Some people found the combat in Alone 2 a little difficult, so we're placing the emphasis back on exploration and puzzle solving — or 'enigmas' as the French like to call them — and reintroducing the open/search command into the menu. There'll be about as much fighting as there was in the first game, spread out over 270 backgrounds.

"Developing the game for CD-ROM has given us the chance to experiment with new animation techniques. About halfway through the game, Carnby turns into a cougar, which leads to some superb sequences which are too fast and detailed to make it into the floppy version, mainly because of the amount of new enemies. When you turn into an animal, so do all the enemies."

The game will also offer players the chance to see how Infogrames are planning to take the Alone In The Dark series into the next century. "At one stage in the game," continues Beverly, "players will come across a sequence which is presented in what we call 'subjective 3D'. If you imagine a Doom-style engine, which is twice as fast and is able to spin the player around and zoom in and out of certain areas, then you'll have a pretty good idea of how our new system will revolutionise games of this type."

Alone in the Dark 3 will be released in the next month or two, with a floppy version following in February 1995. And we can't wait.

Traitor's Gait

One of the more interestingly-titled games to be hitting the shelves in the next couple of months is the CD-ROM-only game CyberJudas, the sequel to Shadow President, which is coming out on the Empire label. But, no, it doesn't place you in Biblical times with a VR helmet and the task of grassing-up miracle workers in return for a few pieces of silver.

Written by D.C. True, the award-winning creators of John Madden's Football and the original Shadow President, the game places you in the slightly-sweaty Hush Puppies of none other than the President of the United States — but without an ugly wife and the chance to get-off with publicity-seeking ladies. Allegedly, of course.

Featuring virtual 3D actors (whatever that means), it's your job to solve global problems whilst eliminating a traitor who is revealing your every move to certain interested parties. Empire is promising limitless replay value — which means that should you successfully complete the game, you'll be able to try once more because many events are random.

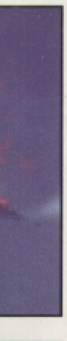
And if that little lot isn't enough to tempt you (just what more could you want — *blood*?) then the game will come complete with an all-new, updated CIA World Factbook, which offers instant access to over 600 pages of facts on 160 nations. Which should be useful, especially if you're an anorak-wearing no-life saddo.

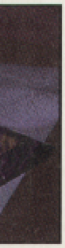
!

mes' PR
und the
cing the
ng — or
reintro-
menu.
s in the

n us the
niques.
s into a
s which
ppy ver-
nemies.
mies."
e to see
e In The
e in the
across a
'subjec-
which is
und and
have a
revolu-

he next
wing in





The Quest *Continues...*

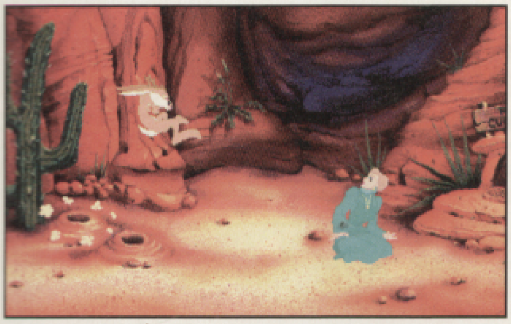
Oh dear. Those wacky funsters at Sierra have once again spent countless hours locked away in a dark room with one simple brief: to come up with another trouser-wettingly funny title for the latest in their hugely-successful King's Quest series.

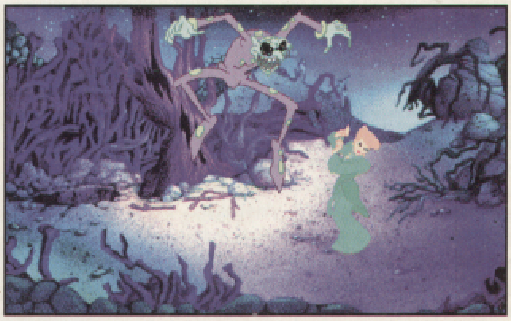
And the result? King's Quest VII: The Prince-less Bride. Oh, my aching sides.

The game centres around the exploits of a young princess and her mother who have been cast into an enchanted world populated by the usual fairies, trolls and other assorted magical beings. The player's task is to guide these two ladies through a series of puzzles and sub-plots in order to save the Realm of Elvridge from a wicked fairy.

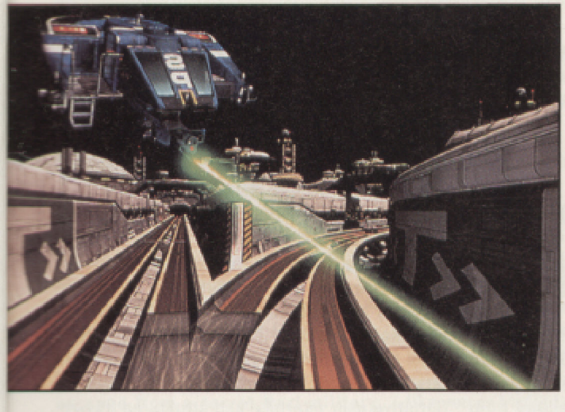
All the usual guff is promised — "the finest film-quality animation you've ever experienced," "breath-taking, high-resolution backgrounds," etc, etc — but don't think for a minute that this is simply another King's Quest game. Sierra has completely revamped the user interface, which should enable the designers to come up with yet more interesting puzzles.

Coming on both floppy and CD-ROM (on - shock! - 2 discs) in January, this should be one to watch out for if you think Roberta Williams's adventures are the bee's business.





The *Next Generation* Blasts Off!



For years, ill-informed tabloids and national news programmes have been harping on about how soon we'll be playing the movie and all that kind of nonsense. (The News At Ten recently ran a week-long feature on the information superhighway and how we'll all have TVs surgically implanted into our heads before the end of the year.) Old cynics like us, however, weren't convinced. Until now.

Rocket Science, Inc. is a new American software company. Nothing news-worthy in that, sure — but when you consider that among its staff are artists and animators who have worked on Jurassic Park, Terminator, Total Recall, Alien, Conan the Barbarian and The Abyss — along with some ex-LucasArts employees — you can see that this is one developer that means business.

"Rocket Science envisions a whole new genre of interactive titles that are increasingly like the 'real' entertainment we see at the movies or on TV," offers a Rocket Science spokesperson. "And we believe that success in this media will be decided by a company's ability to tell a compelling story, to invent convincing characters, to create a visually rich and realistic environment... in short, to produce something that approaches 'Hollywood quality'."

Rocket Science, Inc. has been partly funded by two of the world's leading entertainment companies, one of which is Sega Enterprises, Ltd, and has already announced its first two titles.

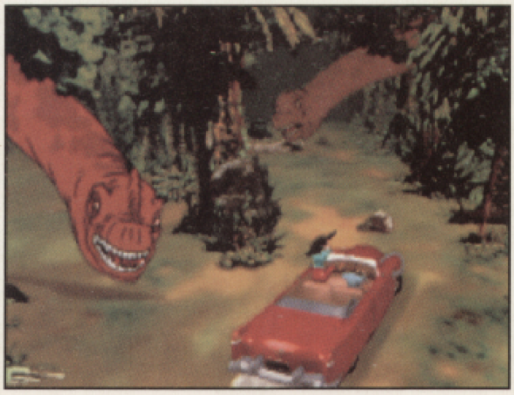
Loadstar: The Legend of Tully Bodine is a stunning-looking space epic in which you play Tully Bodine, veteran skipper of the vintage Loadstar. Your mission is simple: get a cargo of contraband camels off the moon.

Featuring full-motion, full-screen video and a CD-quality soundtrack, Rocket Science is promising that this will be the most original space epic since Star Wars.

Next up comes Cadillacs & Dinosaurs, an adventure set 600 years into the future, where dinosaurs of the past co-exist with mankind. As Jack 'Cadillac' Tenrec, you must steer your '53 vehicle through ten levels of post-apocalyptic danger, in a desperate race to prevent the Second Cataclysm which threatens to destroy the planet.

"It takes more than raw talent to produce games of this kind," states our spokesperson. "To create a new-generation interactive title, it takes the production methods and infrastructure of an entertainment company. And that's how Rocket Science is structured."

We reckon that this is one software company we'll be hearing a lot more from.



INFO BULLETS

I Used To Be A Werewolf...

But I'm all right nooooow! US Gold has announced what has to be one of the weirdest games ever. Called simply Wolf, the game offers you the chance to role-play the character of a wolf in the wilderness. The 40 different scenarios vary from dealing with the elements to avoiding predators, and the game aims to educate as well as entertain. Look out for a review before the next full moon.

Looks A Bit Familiar...

Black Legend, the development team behind Tactical Manager, recently unveiled its top-down football game which, it has to be said, bears more than a passing resemblance to a certain other soccer game by Sensible Software. However, Black Legend assures us that Football Glory "will require a combination of skill and inventiveness, not luck, luck, luck, as in previous games." Confident young lads, don't you think?

Clan-tastic!

US Gold's forthcoming Dominus is a strategy game which, it's claimed, will appeal to a wide spectrum of gamers and give endless hours of gameplay. As the overlord of the dominion, players must battle a number of invading clans who are intent on destroying any opposing groups. You'll be able to negotiate, cast spells or smash their faces in — the choice is yours. A release date is yet to be announced.

Wizard needs food!

Continuing the ever-popular Realms Of Arkania series, US Gold has announced the impending arrival of Star Trail. Once again the fate of Arkania rests in your hands as you battle your way through smooth-scrolling 3D dungeons and indulge in a bit of isometric-3D combat now and again. Available on CD-ROM and floppy at the beginning of next year.

Alone on CD

Alone in the Dark 2 is now available on CD, boasting extra animations, speech and a total of 22 different CD-quality tracks to heighten the tension. But the thing which should make most CD owners moist is the inclusion of an extra 12 new screens which allow the player to move around the park separating the house from the cave in which the galleon is hidden. We reckon you should buy it. Now.

I am Imp, the Devil's only officially-appointed advocate. And when I'm not dipping lost souls into the sea of fire, I like to moan about something. And this month I've decided to moan about the fact that...

"PC PROGRAMMERS *ARE LAZY!*"

Just over a year ago, I decided to invest in a PC. Although I'm the only officially-appointed Devil's advocate, the pay isn't particularly generous so I couldn't afford a high-end machine. Hell has quite a few computer stores and the advice I received from the numerous shop assistants I spoke to was universal — buy a 386. Although by no means cheap, a 386, I was told, would be powerful enough to run the games I wanted to play, at a price I could afford. I'm a big flight sim fan, you see, but please don't tell anyone — it doesn't exactly fit my hard-man image.

For six months or so I was happy — most releases worked perfectly well on my new machine. But then it all changed. As the PC games explosion grew in size, I discovered that more and more games required faster processors to run acceptably, leaving my humble 386 struggling. Soon, super-fast 486s became the bare minimum. And now Bullfrog has announced that its forthcoming release, Magic Carpet, will require a Pentium to run with maximum detail at a half-decent speed. Well, enough is enough.

What makes the PC different to any other games machine? The Spectrum enjoyed over a decade of popularity — and the only extra peripheral Speccy owners had to fork out for was a 32k upgrade. If that.

Similarly with the Commodore 64. Software companies supported that for eight years or more, without asking C64 owners to spend an extra five- or six-hundred quid upgrading their machines. Even the ZX81 and the VIC 20, with one and three-and-a-half kilobytes of RAM respectively, managed to survive for several years before software companies abandoned them.

These low-spec 8-bit machines forced programmers to be inventive. C64 enthusiasts were amazed year after year at what games creators forced their machines to do. Programmers took great pride in impressing their peers with technical wizardry, mainly because the system wasn't expandable — it was a case of having to make do with what they had.

But the PC, with its infinite expansion opportunities, makes programmers' lives a damn sight easier. So, instead of working out the most economical 3D routines which run on lower-spec machines (like mine), we now find the minimum system requirements increasing all the time — just to accommodate the whims of over-ambitious programmers.

Are games creators getting lazy? I certainly think so — and I challenge a programmer to point out a game which really pushes a 386 to its limits. As more and more 386 owners decide that their machines are silicon dinosaurs and decide to upgrade, so the games creators will become sloppier and sloppier.

But think about this before you put your hand in your pocket to buy your next PC: how long before the Pentium can't cope with tomorrow's games?

● Do you agree or disagree with Imp's rantings? Write in and tell us at: PC GAMES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. By the way, Imp's opinions are his own, and no way reflect those of PC GAMES or its publishers.

A Lot Less Bover **Than A Hover**

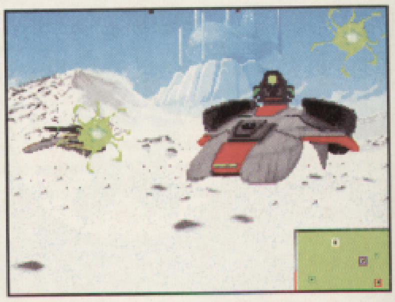
Why do games companies think that everything in the future will be (a) violent and (b) hard to pronounce? US Gold's recently announced Zephyr (pronounced: zeff-ee-r, or something) is as guilty as most.

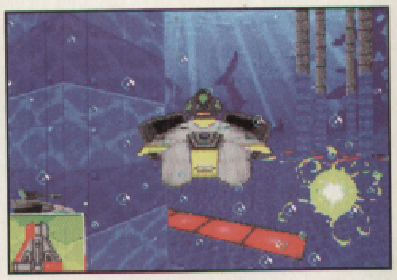
The year is 2365, and the only way the mega-corporations can wipe out their competitors is by sponsoring hover tank pilots to fight it out in a huge arena. These tanks — code named Zephyrs — can fly though subway systems, under water and over alien landscapes in search of other vehicles to destroy. And this is where you come in.

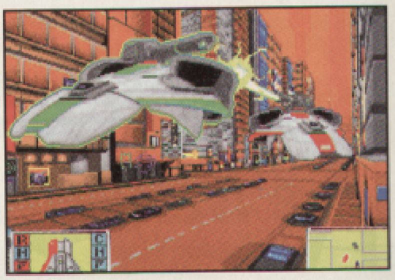
Taking command of one of these Zephyr things, it's your job to fight for your corporation, against the computer or five human opponents through network and modem play.

Looking not unlike a well-known Mac game called Spectre (which itself bears an uncanny resemblance to old arcade grandfather Battlezone), Zephyr should be as competitive as multi-player Doom when you're playing with a few chums — and equally as challenging when playing alone, thanks to USG's unique computer AI which can be varied to accommodate players of all skill levels.

Watch out for more news on this one just as soon as we can possibly lay our filthy little hands on it.







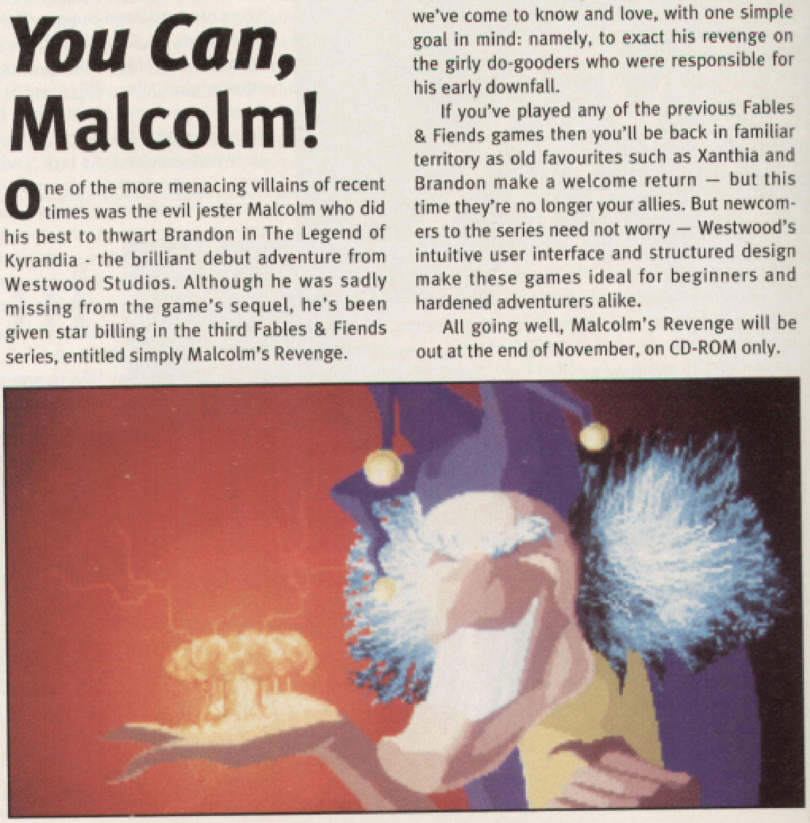
Course You Can, Malcolm!

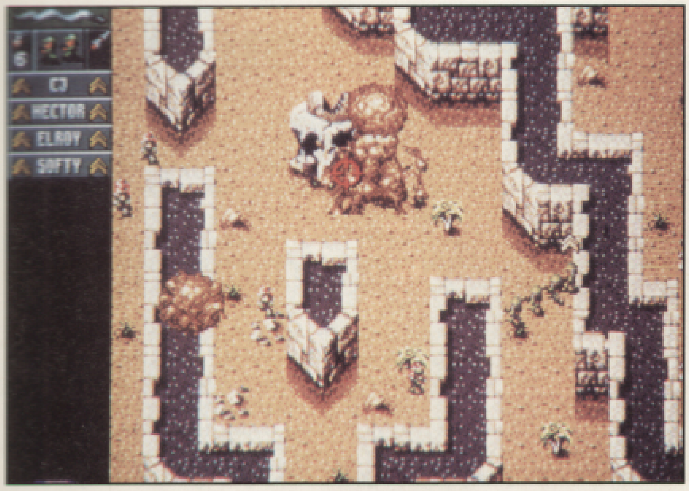
One of the more menacing villains of recent times was the evil jester Malcolm who did his best to thwart Brandon in The Legend of Kyrandia - the brilliant debut adventure from Westwood Studios. Although he was sadly missing from the game's sequel, he's been given star billing in the third Fables & Fiends series, entitled simply Malcolm's Revenge.

And in an unusual twist of events, you actually get to play Malcolm as he journeys from location to location, getting up to the evil tricks we've come to know and love, with one simple goal in mind: namely, to exact his revenge on the girly do-gooders who were responsible for his early downfall.

If you've played any of the previous Fables & Fiends games then you'll be back in familiar territory as old favourites such as Xanthia and Brandon make a welcome return — but this time they're no longer your allies. But newcomers to the series need not worry — Westwood's intuitive user interface and structured design make these games ideal for beginners and hardened adventurers alike.

All going well, Malcolm's Revenge will be out at the end of November, on CD-ROM only.

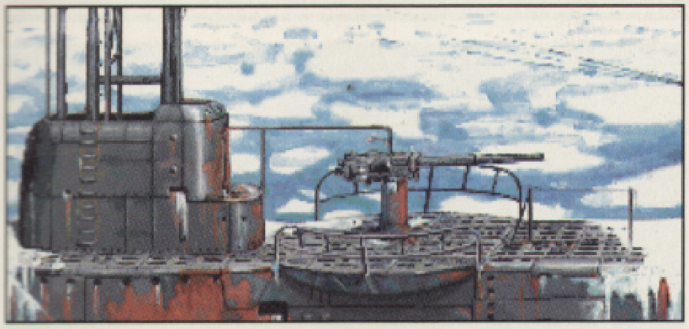




Sensi Wage War Again!

Although war is generally a Bad Thing, you have to admit that it's been responsible for some cracking PC games. The best of which was Sensible Software's brilliant Cannon Fodder, the supremely playable arcade game which took the charts by storm earlier on in the year. Although old people didn't like it much (some said it trivialised war), everyone else agreed that it was the business and were left gasping for more at the end of its 80 levels. Thankfully, Sensible Software and Virgin Interactive Entertainment have once again teamed up to produce the sequel which will be released in time for Christmas.

Based around the same game engine, Cannon Fodder 2 will be essentially more of the same, but that's no bad thing as far as we're concerned. There will be more vehicles to dive in and out of, which can be used to protect your soldiers from gunfire or, more commonly, to mercilessly run over the enemy troops. And who said war wasn't fun?



Ice, Ice, Baby

Infogrames continues its love affair with the Gothic horror work of H.P. Lovecraft with Prisoner Of Ice, a very pretty graphic adventure inspired by the horror writer's classic The Mountains Of Madness.

The year is 1937 and the world-renowned explorer Peter Hamsun, his son Bjorn and a rock hard Royal Navy Commando named O'Leary have just escaped from a secret Nazi military base close to the South Pole. During their bust-out, the gang manage to swipe three crates marked Top Secret which they fasten to their sleds in case the contents are valuable.

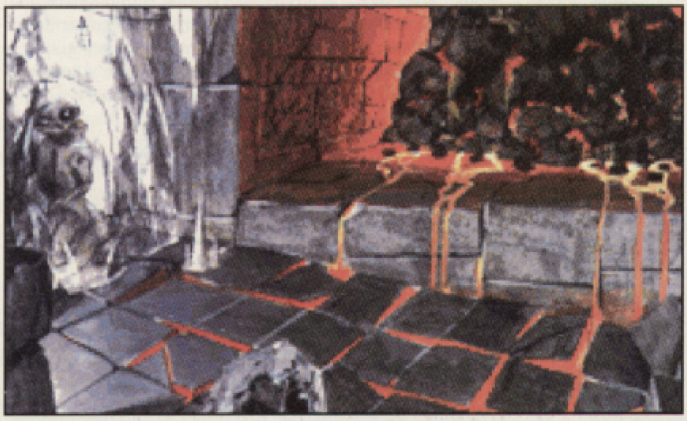
As they make their way across the icy plains, disaster strikes when one of the crates falls open. O'Leary foolishly decides to attempt to retrieve the cargo, unaware of the horrors that lurk within. As he nears the crate, a hideous, multi-tentacled monster attacks him and drags him through the ice into the freezing water below.

In this situation, a normal person like you or I would sense that all is not as it should be and simply bawl our eyes out and call for our mums. Not so Hamsun, whose bravery — and stupidity — know no bounds. He decides to peer into the hole left by the creature, his fascination proving stronger than his sense of survival.

Suddenly, O'Leary rises from below and snatches Hamsun into the murky depths, leaving Bjorn to flee for his life. Fortunately, a nearby British submarine is able to rescue young Hamsun — and the two remaining crates. Hours later, a German army recites an evil incarnation beside the hole in the ice and Peter Hamsun reappears...

Scary stuff, huh? And what's even more worrying is that the game is based on real-life events. Apparently, during the Second World War, the Nazis really did set up a secret division of scientists assigned to study certain occult acts. Perhaps if they'd concentrated on building tanks and stuff then the outcome of the Second World War would have been very different indeed.

Prisoner Of Ice is the CD-ROM-only sequel to Shadow Of The Comet, an equally disturbing graphic adventure. Infogrames is promising a host of impressive features, such as the ability to choose between a happy or tragic ending, several 3D sequences which depict significant events unfolding, and over 1500 animations spread across more than 150 locations. Watch out for a full review next month. But only if we're up to it, that is.



Gremlin 3, *Charlton Athletic 0*

Animal rights campaigners will soon be up in arms when they hear the news that the dead horse known to its friends as Premier Manager is to be flogged by Gremlin once more — possibly to within an inch of its life.

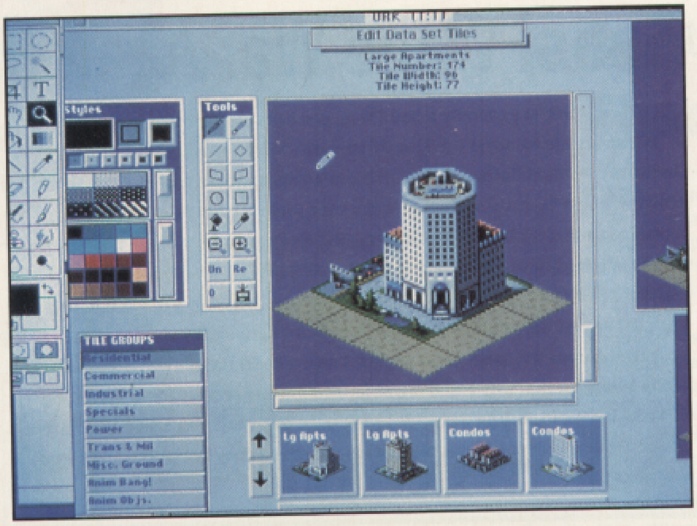
Yes, Premier Manager 3 is just around the corner, boasting yet more enhancements and refinements which should make this the ultimate football management game — until Premier Manager 4, that is.

With Premier Manager 2 still riding high in the charts, Gremlin is going to have to go some to match its sales with this second sequel. But the Sheffield-based software company is going all-out to do so, with an impressive list of all-new features, all hidden behind the familiar and intuitive user interface that fans of the game have come to regard as family.

For starters, the game will be much more involved, with completely new options for setting up training and tactics. There's even an assistant manager in there to help with the day-to-day running of the club — giving you more time to concentrate on honing your players' skills.

But the most noticeable difference will be in the matches themselves. You'll be able to watch a representation of the game on-screen which will highlight defence weakness and allow you to implement tactical changes as a direct result of what you're seeing.

A definite release date has yet to be set, but the game will be available on both floppy and CD formats.



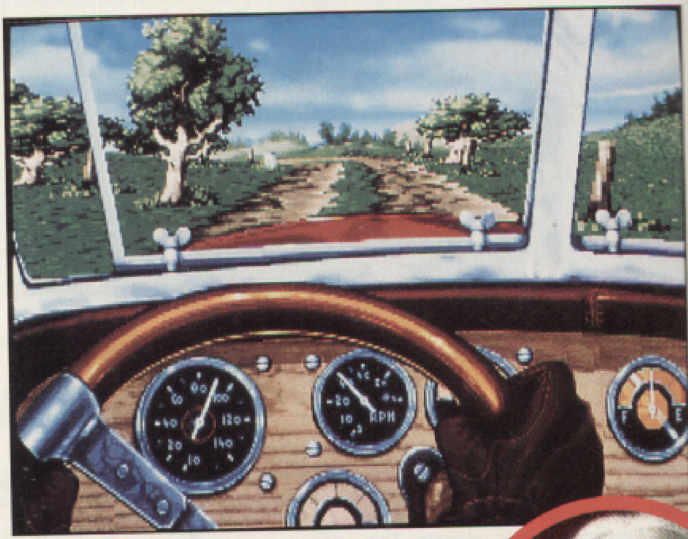
Clean Up **Your City**

Fed up with your dull, old Sim City 2000 buildings? Quite like to put your own little house in your own imaginary little city? Wouldn't mind constructing a building which looks suspiciously like Windsor Castle and then setting fire to it without having to then open up your house to tourists in order to finance the repairs? No problem — just snap up Maxis's Sim City 2000 Urban Renewal Kit (available from all good computer stores from November) and you'll be well away.

This kit, which requires that you have the original Sim City 2000 game, allows you to redesign any of the original buildings using an easy-to-use drawing package. Don't worry about the different scales — once your design is complete, the program will work out the three magnifications and you'll be able to load your new dwellings into your original game. The pack even comes complete with new graphic sets which give your existing cities a facelift at the touch of a button.

Maxis also reckons that you can use the pack's city painter tool to place Sim City 2000 buildings and features absolutely anywhere you want and create your own dream without having to grow it — but that, surely, is the point of the original game? But hey — what do we know?

Vroooooomm!



Here's one for all you penny-pinchers: Max Design's Oldtimer is, quite literally, three 'products' (as the press release puts it) in one! Although it has to be said that one of these 'products' does sound particularly boring.

Travelling under the snappy sub-title of The Simulation of Automobile History from 1886-1929 (sounds like a specialist subject on Mastermind, don't you think?), Oldtimer allows you to design and build a car in the early 20th Century. But worrying about sparkplugs, chassis and fluffy dice isn't your only concern. The beginning of the century is an unpredictable time and social and political changes have to be reacted to if you're to stay in business. Once you've successfully managed to construct a car, you can move on to 'product' number two, where you can race your creation against famous historical cars, which sounds like fun...

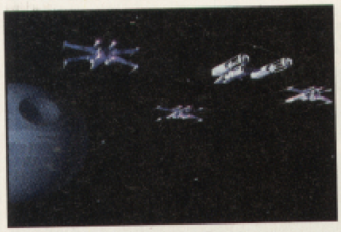
...Unlike 'product' number three which is a reference section with old films and photos. Yawn... If we wanted that kind of thing we'd go to a museum or something.

For CD-ROM owners only, Oldtimer will feature 100 authentic bodywork graphics and over 200 motor types which will allow the player to construct a limitless amount of vehicles. A release date is yet to be set, but rest assured we'll be first past the chequered flag when there's more news to report.

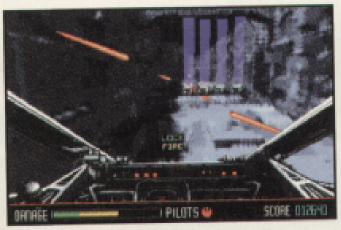
Classic Moments In Games

With Sir Harvey Barrington, Games-As-Art Critic.

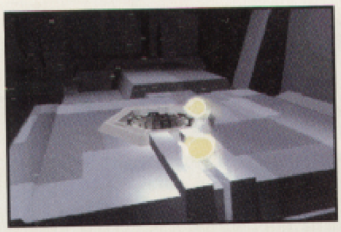
Yet another LucasArts production has earned the privilege of my learned attention, namely that seminal CD-ROM masterpiece, Rebel Assault, which was recommended to me by young Toby Bright from Manchester. For his troubles, he wins a copy of Sierra's Outpost...



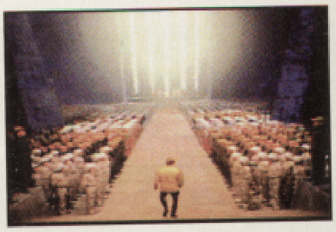
Rebel Assault draws to its thrilling climax, as the Rebels make a last ditch attempt to destroy the Empire's dreaded Death Star before it destroys their base on Yavin...



After navigating their way past the battle station's surface defences, the brave Rebel pilots enter the Death Star trench, where yet more perils await...



At long last, after many tragic fatalities, the Death Star's exhaust port appears on their starfighters' scanners, and Proton Torpedoes are duly launched...



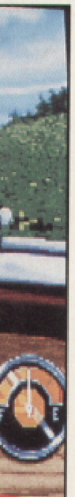
The Death Star destroyed, the few surviving pilots return to their base for a victory celebration. But though they've won this battle, the war is far from won...

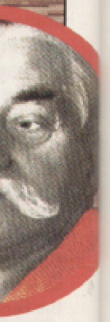
- If you have a Classic Moment you'd like Sir Harv to recall for your pleasure, then write in to us as the usual PC GAMES address. There's a prize for those people whose suggestions we use!

ty

about the
design is
k out the
l be able
nto your
n comes
ts which
ift at the

can use
lace Sim
eatures
and cre-
aving to
he point
— what

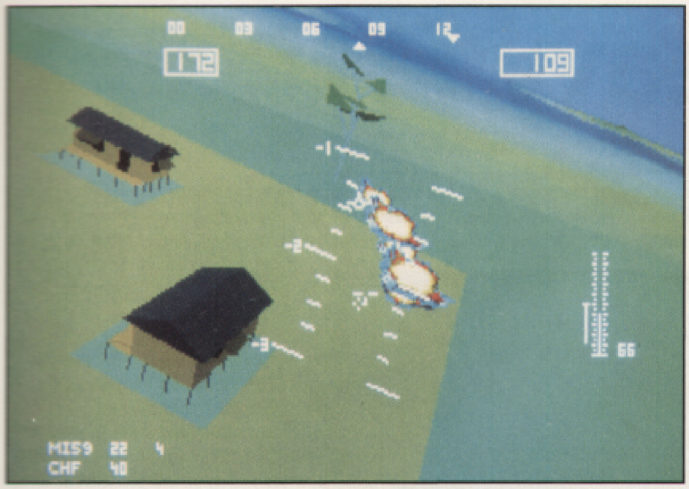




e few
r base

e, the

e use!



Piracy On The High Seas

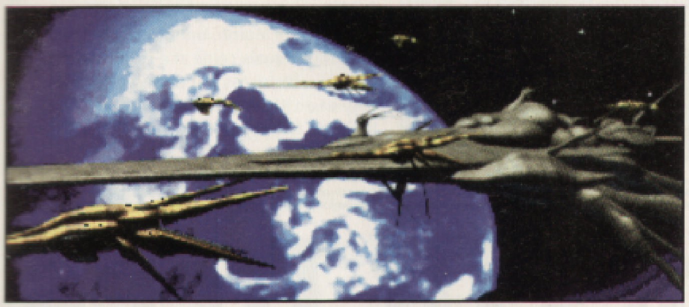
Virgin is sick and tired of piracy. It's particularly bad in the South China Sea, where gangs of pirates attack passing ships and force their captains to open the safe or be killed. And I remember when they were simply copying Monkey Island 2 and flogging the disks down a car-boot sale for 50p and some fags.

KA-50 Hokum is a helicopter flight sim set around the Anambas islands, where these pirates are said to be operating from. As the captain of a band of mercenary chopper pilots, it's your job to oversee the operation to rid the area of these murderers.

Obviously, the choppers in the game are modelled on the real things, but what's more surprising is that the scenario is based on real events.

The game will come in two parts: the 3D bit where you get to fly around and kill things, and the strategic battle planner, where missions must be set and thought through. Continual defeat in battle will mean victory for the pirates, as your ship — which acts as a floating command base — is destroyed and the area once again becomes overrun by anarchy.

Virgin reckons that KA-50 Hokum will offer THE most accurate helicopter flight model of any flight sim on PC. Find out whether we agree next month.



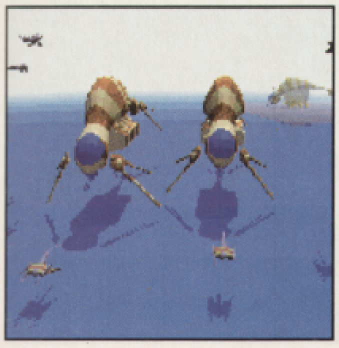
Space *Invaders*

Another Infogrames CD-ROM-only game due for release within the next month or two is Chaos Control, a space epic in which you, as Jessica Darkhill (sounds hard), must take on the might of the Kesh Rhan — an alien force intent on destroying Earth.

Fans of LucasArts' excellent Rebel Assault — and, more specifically, the Star Destroyer attack sequence — will be familiar with the game style. Rather than allowing you to move freely in space a la Wing Commander, the game takes you on a predetermined path which is pulled off the disc as the game progresses.

This obviously restricts control of the spaceship (basically, there isn't any), but it does pave the way for some breathtaking rendered graphics, which have been generated with the use of Silicon Graphics workstations. And thanks to some innovative programming tricks, single-speed drive owners can expect a frame rate of up to 20 images a second — something usually reserved for faster CD-ROMs.

Although some have argued that this kind of game isn't exactly overflowing with playability, the success of Rebel Assault and arcade games such as Starblade and Galaxians 3 proves that there is an overwhelming demand for these simple shoot-'em-ups. We'll bring your our considered verdict next month.



Stream **Lined**

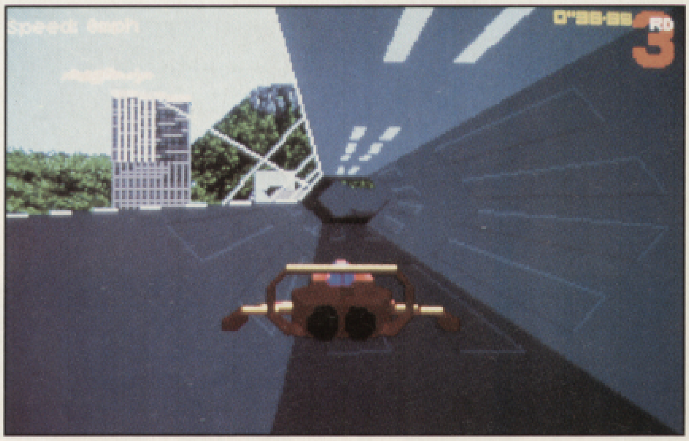
Hands up anyone who remembers the crumbly old Amiga and ST game called Powerdrome? Well, you know more than us if your hands aren't down — and you'll have a pretty good idea of what Slipstream, Gremlin Interactive's forthcoming 3D racer, will look like when it's released in the early part of next year. Apparently.

Slipstream will give you the chance to take part in the illegal and highly dangerous futuristic sport called, erm, Slipstream racing. The racers — known as Slipstreamers — are die-hard thrill-seekers, whose vehicles are capable of incredible speeds and death-defying manoeuvrability. There are 10 completely different Slipstreamers to challenge, and each has his own racing tactics and aircraft. The ten circuits can be raced on in either race or all-out combat mode — whichever you feel more at home with.

"Slipstream is a fast and dramatic visual experience which utilises the very latest 3-Dimensional computer programming techniques to produce a 'must have' futuristic racing game," offers an enthusiastic Gremlin spokesperson. And who are we to argue? Especially as the software company is keeping the game behind locked doors for the time being.

We do know that it will feature a two-player split-screen option, with the ability to race more with a link-up mode and that, apparently, there are some awesome 3D rendered and texture-mapped graphics and animations in there as well. Gremlin did say that we could take a look at the game running if we so wished, but they'd have to kill us afterwards. Naturally, our reporter declined their offer and made his excuses. Watch out for more news on this one just as soon as it's safe to report it.

Victoria Venice
2 Player



Team **Talk**

Who are the geezers who write PC GAMES? And just what's taken their fancy this month? All is revealed below...

David Upchurch

Editor

"I'd never seen Wing Commander 3 in action until the recent ECTS, and now that I have I'm in love. I've always been a fan of the Wing Commander games and this latest sequel looks the bizz. And it's got Mark 'Lukey-boy' Hamill in it too, so obviously I'm going to like it. Call me sad if you like... Oh, you have"

Dean Evans

Assistant Editor

"Yes, I was really disappointed by Doom 2. Who wouldn't be when it's little more than 30 new levels and six different monsters. I had more fun playing Origin's System Shock, which is not as violent, but has more original gameplay. I just need a VR helmet and I'm sorted."

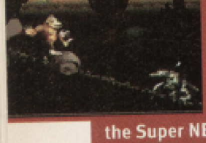
Alex Fraser

Staff Writer

"I've been on holiday for two weeks this month — which probably explains why the mag isn't *quite* as good as it normally is. When I got back I couldn't wait to get my hands on Doom 2. Like Dean, I was little disappointed — but despite its lack of new 'stuff', I still think it's a great game."

David Kelsall

Art Editor

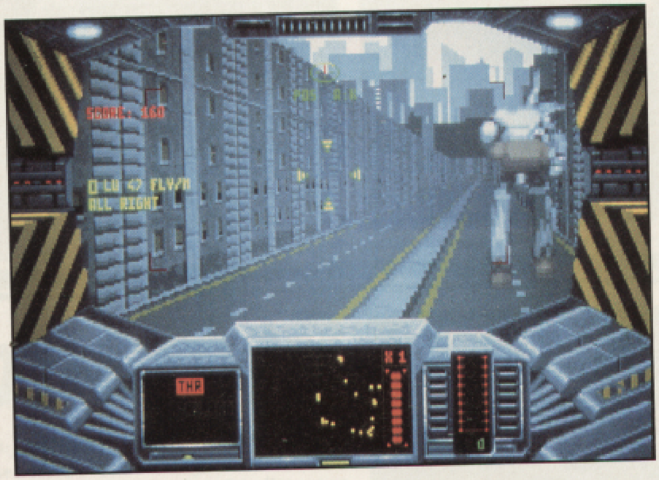


"Sorry, readers, but it's yet another non-PC game that's turned my head this month. It's called Donkey Kong Country, it's on the Super NES, and it's brillo-pads. It's one of the best platformers ever, and it's got smart graphics too. What more could you ask for?"

Very **Heavy Metal**

It is the future. Again. Humanity is under threat from a megalomaniac corporation. Again. Only one person can save life as we know it. Again. By controlling a giant robot weighing over one-hundred tons. Er, hang on...

Virgin Interactive Entertainment's Iron Assault takes the typical sci-fi plot and adds a new twist... namely, the addition of huge mechanical vehicles which are as agile and as versatile as humans. By scraping through a series of increasingly tough battles, the player's task is to build up enough money and resources to enhance his equipment, so to speak. As the game progresses, strategic skills are necessary to plan surprise attacks and gain a slight advantage. To add to the fun, two players will be able to fight it out thanks to a modem-link facility.



Virgin promises that the graphics will be nothing short of incredible. The fights take place over a number of different terrains — which vary from mountain ranges to storm-swept deserts and built-up cities — and each is represented with glorious 3D texture-mapped graphics.

The programming team, Graffiti, has even gone to the extent of building 30 robots and filming them frame-by-frame, a bit like the BBC did with Morph. Unfortunately, these high-tech visuals come at a price, meaning that, yes, the game will come on CD-ROM only when it's released in December. I bet both you floppy owners are getting a little sick of this.

Sim **Lots Of Trees**

Here's a question for you: What looks a lot like Sim City but is actually set in a rainforest? Answer: Sim Rainforest, obviously.

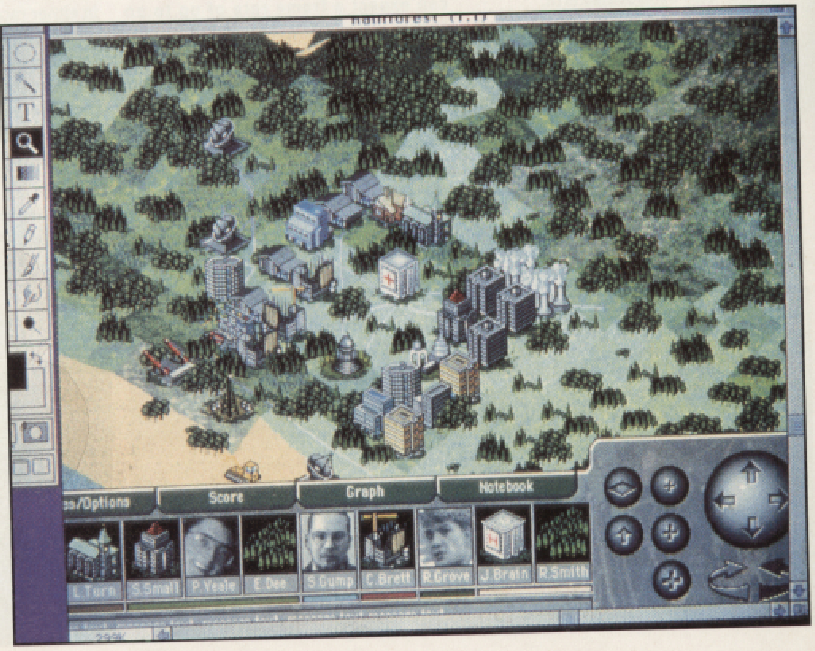
Yes, as part of Maxis's ever-growing Software Toys series, Sim Rainforest will place you in charge of a — yes, that's right — a rainforest, just like you get in the Amazon. So a basic game will consist of taking a handful of seeds, scattering them about the place, and then waiting for hundreds of years while they grow into huge forest. While it rains. Interesting, huh?

Actually, that's a lie, as CD-ROM owners will be able to discover for themselves when Maxis's latest Sim game is released early next year. From the start, the game will place you in a moral dilemma: will you exploit your rainforest for economic growth (and suffer the wrath of tree-friendly pop star Sting), or preserve and protect it?

Throughout the game you'll have to deal with the indigenous natives who inhabit your rainforest and interact with the tourists and scientists who'll pop up in a fully-animated, Full-Motion Video kind of way from time to time.

Sim Rainforest is being developed by Chelsea-based Intelligent Games who has spent ages reading up on anything and everything to do with rainforests. This means that the game will double as a learning aid as it will come complete with hundreds of real-life images and digitised, life-like sounds of the rainforest.

It's certainly a brave move from Maxis as, let's face it, a rainforest isn't exactly the most exciting place in the world. But judging by the software company's impressive past performance, we think it's unlikely to mess things up. Look out for more news soon.



WIN !

ONE OF TWO DEAD-SMART AND *REALLY* FASHIONABLE FLYING JACKETS! ALL COURTESY OF MICROPROSE!

Meet Dean and Claire, PC GAMES' resident fashion models. When they're not parading along the catwalks in Paris, or snogging some old-enough-to-be-their-father/mother pop star in Milan, they can often be seen swanking it about in Farringdon, home of haute couture, wearing their absolutely fabulous MicroProse flying jackets.

Wouldn't you like to be like them? Probably not — but I bet you'd still quite like the jackets though, eh? Well, you've now got the chance to get your hands on one, because we've got two to give away, all thanks to MicroProse and their seemingly unbounded generosity.

All you've got to do to win one is complete the following phrase in the most apt and witty way, using twelve words or less:

I always fly with MicroProse because..

When you've thought of something, write it down on the back of a postcard or sealed envelope, along with your name and address, and send it to: La-la-la-la, fashion! Compo, PC GAMES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Your entry should reach here no later than the 3rd of November, when the Editor will decide upon the winners. The normal EMAP Images compo rules apply.

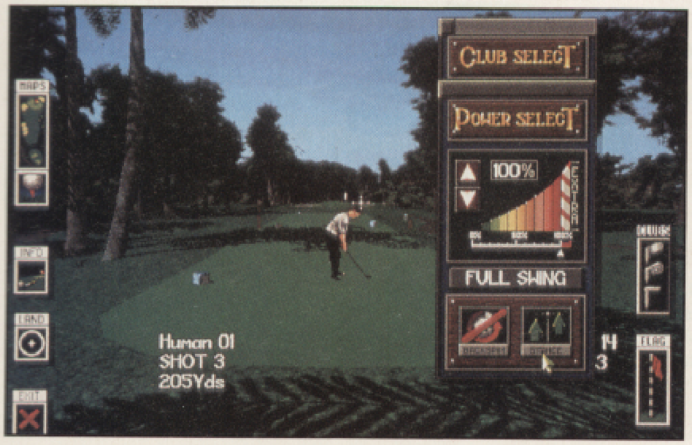
Fore!

Golf — a sport equal to the likes of football, rugby and tennis, or a mince round a park hitting a ball with a very thin bat-type thing? PC owners will once be given the chance to decide when US Gold releases its latest golf sim at the end of the year.

World Cup Golf is, as the name suggests, based around the golf World Cup, which celebrates its 40th anniversary this year. The game promises all the usual golf sim features, but what makes World Cup Golf slightly different is the way the courses are represented.

You see, instead of using polygons to show the lie of the ball, Arc Developments, the team behind the game, has spent months taking photos of every hole and then digitising them, making the end result as life-like as possible. Unfortunately, this means the game will be CD-ROM only — but US Gold has decided that this is a price worth paying. And from what we've seen so far, they're right.

Although the game is still a 'fair way' off (sorry), it's already looking impressive. The digitised images, coupled with the use of Full-Motion Video graphics depicting the golfers taking their shots, should make this the most aesthetically pleasing golf game around, if nothing else. And US Gold is promising that it's spending as much time tweaking the playability as it is on the graphics. Fingers crossed, eh?



Top 10 PC Games

1	Doom	Id Software
2	Overlord	Virgin Int. Ent.
3	TIE Fighter	Virgin Int. Ent.
4	Sim City 2000	Maxis
5	Kingmaker	US Gold
6	Outpost	Sierra
7	Theme Park	Bullfrog
8	Cannon Fodder	Virgin Int. Ent.
9	FIFA Soccer	Electronic Arts
10	Ultima VIII	Origin

Top 5 CD-ROM Games

1	Outpost	Sierra
2	Falcon Gold	MicroProse
3	Theme Park	Bullfrog
4	Sid Meier Double-Pack	MicroProse
5	Deluxe Strip Poker	Who knows?

- These charts are kindly supplied by Virgin Megastores.

charts

MARK HAMILL

My Life As A Vactor

AFTER BATTLING THE EMPIRE IN STAR WARS, MARK HAMILL RETURNS TO DEEP SPACE IN ORIGINS WING COMMANDER 3. DEAN EVANS WENT TO MEET HIM AND GOT HIM TO SIGN HIS STAR WARS VIDEOS.

The last time I saw Mark Hamill, he was younger, slimmer and running around on television waving a green, fluorescent stick. The film, of course, was Star Wars, and Hamill was playing Luke Skywalker, a goody-two-shoes Tatooine farmboy who was befriended by Alec Guinness and then dragged halfway across the galaxy to rescue a beautiful Princess.

But that was 1977 and after two more Star Wars films, the instantly forgettable Slipstream and various minor television and stage roles, Hamill disappeared from the mainstream completely. Recently, however, he has made a bit of a comeback and after providing the voice for The Joker in Batman: The Animated Series, he's now heavily involved in computer games. Believe it or not Mark Hamill is becoming a virtual actor — a Vactor, if you will.

After starring in Sierra's graphic adventure Gabriel Knight, Mark Hamill is now treading the digital boards in Origin's new space epic, Wing Commander 3: Heart of the Tiger. But this time, rather than providing a voice-over for a computer animation, he's actually acting on-screen, creating impressive, movie-like Full-Motion Video sequences alongside the likes of John Rhys-Davis, Malcolm MacDowell and some eight-foot-tall, animatronic Kilrathi warriors.

Of course, FMV in games is nothing new. But acting against a green screen meant that the actors were often interacting with objects and backgrounds that weren't actually there. Bob Hoskins, for example, played to empty space in Who Framed Roger Rabbit and Sam Neill did the same in Jurassic Park — the animation and/or special effects were added to the footage afterwards. It's not exactly an easy thing to do.

"At first it was a bit intimidating," admits Mark, as eight more journalists crowded into a small room to listen to the interview, "but it's a lot less difficult than you might think. The storyboards were readily available on one side of the soundstage, and before we started shooting I had a colour Xerox of all the backgrounds that would appear. So, if I did my homework the night before I'd know what background I'd be acting against in, say, Scene 34.

"We also looked at the monitors a lot and, obviously, if we had to touch something or sit down there'd be the chairs and the props there on the set. But acting is pretend anyway and acting with nothing is not as unnatural as you might think. There are scenes in movies, ones that don't require special effects, where you might be riding in a car, but you're not really in a car, you're sitting in a cut-away with technicians rocking the whole thing from side to side..."

Nevertheless, the detail in Wing 3 is superb, particularly the scene where Blair (Mark Hamill) and Paladin (John Rhys-Davis) stand on a rocky outcrop staring at the wreckage of a huge Terran carrier, The Concordia. The wind is blowing and, when two Federation Arrows wheel overhead, both actors turn to watch them.

"This was a very interesting sequence to film," explains Chris Roberts, Wing Commander 3's Director. "Obviously the Concordia and the Arrows weren't actually there so we had Mark and John look up at this guy standing on a ladder, who was holding a big sheet, and we shot it like that."

Working in this way the actors have a specific spot on which to focus their

Chroma-what?

The Full-Motion Video sequences in Wing 3 were filmed using modern Chromakey techniques, where actors perform in front of a blue or green screen background and are then digitised by computer.

"Every scene was filmed against a green screen," explains Chris Roberts. "But some of the scenes had live props, so the recreation room would have tables and chairs and the Kilrathi throne room had the big throne and dais. But essentially we were always shooting against a green screen."

In the next stage of the process the graphic artist 'cuts out' the footage of the actors and tidies up the images to smooth out any pixellated edges. Finally, the actors are overlaid onto a pre-rendered, high-resolution computer background.

"But we also did rough composites on the fly too, to help the actors," adds Chris. "The final finished footage takes actors from the matt plate, puts them on the background and adds the animations and the other details."

Mark Hamill was in London helping to promote Wing Commander 3 at this Autumn's ECTS. Obviously, he can't believe he's just met Dean Evans and David Upchurch...

attention, but reacting to a flimsy sheet of paper rather than a massive starship or a sweeping landscape can create its own problems...

"You can't afford to overact," says Mark. "You must always be aware of what the backgrounds and the missing elements actually look like. Jack Nicholson once told me about doing a movie called The Terror, where he was supposed to cross this drawbridge, look down at a piece of paper on a nail and say something like [here Mark launches into a frighteningly good Jack Nicholson impression] 'I've never seen so many fish in my life.' But when he went to the screening of the movie the special effects guys had only put two goldfish in the water, but Jack had acted like it was swarming with exotic Japanese fish.

"I try not to make that sort of mistake. Besides, in Wing 3 there were always monitors around, so it was fun to get in front of the green screen and then look over at the monitors to see yourself against the backdrop. Sometimes I was literally climbing a ladder to nothing, but when you look at the monitor there's a big starship there."

But unlike the other members of the cast, Mark Hamill is no stranger to acting in computer games. In Sierra's voodoo adventure, Gabriel Knight, he played a chubby detective with a New Orleans drawl...

"Yeah, that was fun — but I would put Gabriel Knight in a voice-over category because I didn't have to physicalize the character. I think I was doing a voice like a bad Clinton in that one [Mark launches into a bad Bill Clinton voice] but I didn't even know what the character looked like when I was doing him. I read dialogue into a tape recorder at my agent, and from the tape I guess Sierra picked me.

"People ask me what is was like working with Tim Curry but I don't know, because I never met him when we did the project. I'd met him before but when we recorded Gabriel Knight I was in the studio on my own. Just me and the director. In Wing 3 you're actually on the set and doing scenes with real, live actors. I think Gabriel Knight intimidated me less than Wing 3 because I thought 'Thank God, I can just sit down and read this', but with Wing 3 I didn't want to get out on the set, in front of 70-100 people and not be able to deliver.

"With Gabriel Knight I really didn't know what I was getting myself into. For instance, I had no idea that Sierra were going to advertise my participation in the game on the cover of the box. Like most animations I thought it would be much more anonymous."

"PEOPLE HAVE ASKED ME WHETHER I'LL BE DOING WING COMMANDER 4... I ACTUALLY THOUGHT THIS WAS QUITE FUNNY BECAUSE WE OBVIOUSLY FILMED A SCENE WHERE I GET KILLED."
MARK HAMILL,
STAR OF WING COMMANDER 3.

Fortunately, Mark is no stranger to performing animated voice-overs because, as mentioned earlier, he recently provided the voice for The Joker in the Batman cartoon series.

"In the Batman cartoon, you have the whole cast in the studio and it's recorded like a radio play. In that particular case, though, they changed their minds about who should play The Joker. The original guy did six episodes, so when I went in I had to record six episodes by myself, dubbing to finished animation. The remaining 20 or so episodes I did with the rest of the cast."

It seems that working on Gabriel Knight was much harder than Wing 3 or Batman, because Mark was stuck in a booth on his own and as a result couldn't react to anybody.

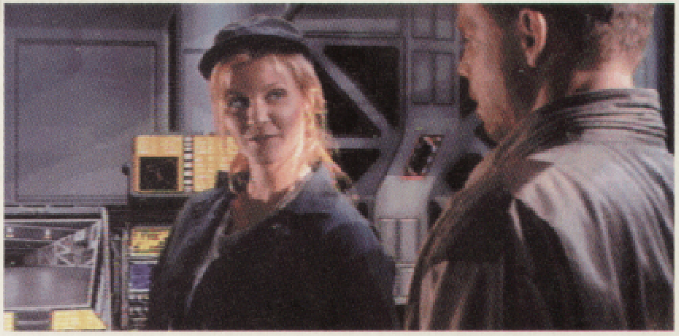
"It's very flat and you don't get the rhythm of the exchange between key characters at all," continues Mark. "There's an almost schizophrenic nature about saying the same line with different variations, things like: 'Well alright, but I've got to call my wife first... Well alright, but I've got to call the chief... Well alright, but I've got to...' You could go nuts."

But this is one of the pitfalls of a computer-game plot. While a movie script may be 80-pages long, an 'interactive' movie script would be 80-pages long and 40-pages wide in order to accommodate all the possible plot branches and player actions. Of course, if the player can perform more than one action in any particular situation, the actors must record and act an appropriate response.

"Wing 3 is actually very linear," says Chris Roberts. "There's a definite start and a definite end, well, two ends — one where you win the war and one where you lose it. But along the way you can customise the story. This doesn't affect whether the game is won or lost but *how* the story evolves.

"For example, there are multiple love interests for Blair, and so while you could choose Ginger Lynn Allen in one game, you could choose Jennifer MacDonald in another."

Multiple girlfriends aside, Origin assembled a truly stunning cast for Wing Commander 3, including John Rhys-Davis (star of the Indiana Jones movies) and Malcolm MacDowell (A Clockwork Orange).



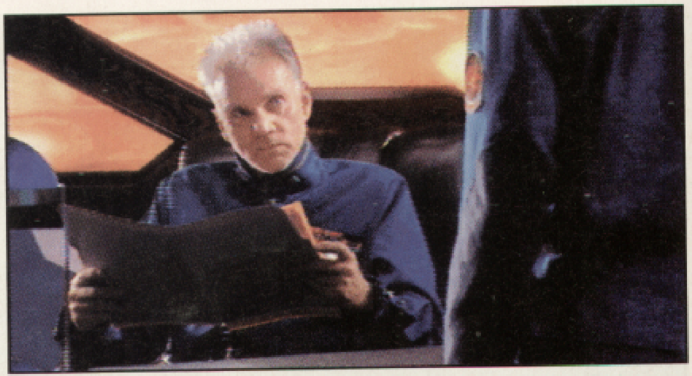
The computer generated backgrounds in Wing 3 are extremely detailed, while the quality of the full-screen, full motion video sequences puts games like Under a Killing Moon to shame.

"The cast was amazing," remembers Mark. "John Rhys-Davis I've met before, but Malcolm MacDowell is a seriously funny guy. You say one word to him — Caligula — and you'll get an hour and a half of stories. Tom Wilson is also one of the funniest guys I've met — he's the guy who plays the bully in the Back To The Future movies. Now I've finally watched the footage I'm amazed that I kept a straight face..."

With the big film companies like Paramount, Time-Warner and Sony now buying heavily into the games industry,

it's extremely likely that the Hollywood crossover will continue. Apart from Wing Commander 3, Deborah Harry can be seen in Sega's game Double Switch, Grace Jones and Dennis Hopper are rumoured to be working on Gametek's Hell and Margot Kidder and Brian Keith are currently starring in US Gold's Under A Killing Moon. The big acting talent is arriving faster and faster and they love the new medium.

"I really enjoyed it," enthuses Mark. "I like a challenge. In a similar way I actually went off and did a Broadway musical and I thought 'I don't know if I ever want to do this again, but I did this one'. Everybody involved in Wing 3 felt that it was a novelty and we'd never done anything like it before. That makes it more interesting than doing a movie or another television series, but it's exciting for actors because actors need work and if this is the way it's going to go, I'm all for it."



Veteran actor Malcolm MacDowell (A Clockwork Orange) plays the moody Admiral Tolwyn.

"I STILL THINK IT'S AMAZING THAT STAR WARS INSPIRED SO MANY PEOPLE. I MEAN, CHRIS [ROBERTS, WC3'S CREATOR] WAS ONLY ABOUT FOUR WHEN HE SAW ME IN THE MOVIE. GOD, THAT'S FRIGHTENING!"
MARK HAMILL,
STAR OF WING COMMANDER 3.

Just as Star Wars changed the face of movie science-fiction, when you see Wing Commander 3 in action, you get the feeling that this game could change the way that the 'interactive' movie is perceived. And as more actors flock to star in the latest CD-ROM blockbuster, the Mark Hamill renaissance will continue with another film role.

"I'm doing a remake of Village Of The Damned; a John Carpenter film. It's got Kirstie Alley and Christopher Reeve in it and I start on the 26th of September. It's my second John Carpenter film and my second really grisly death. I play Reverend George and I'm about to kill these kids with a shotgun — you know, the ones with the glowing eyes — but they will me to turn the gun on myself.

"The first time I met John Carpenter he had a Luke Skywalker costume on, I swear to God. It was supposed to be a surprise for me. I still think it's amazing that Star Wars inspired so many people. I mean, Chris was only about four when he saw me in the movie. God, that's frightening!"

Apart from the forthcoming Village of the Damned remake, Mark admits that he has no firm plans to do another computer game.

"People have also asked me whether I'll be doing Wing Commander 4... I actually thought this was quite funny because we obviously filmed a scene where I get killed. Of course, I could always come back again as my own twin brother, like Jack Palance in City Slickers 2... but I want to see how this game turns out first."

And then that was it. Our time was up, the door opened and a smiling Public Relations person bounded in to rescue Mr Hamill from journalist hell. Tape recorders off and cups of coffee all round, I think.

"Is that you?" asked Mark staring down at my mugshot in the magazine. "Er, yes," I replied, "It's a bad photo."

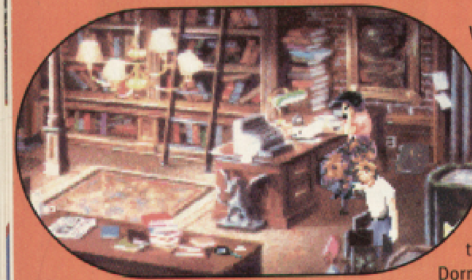
"Yeah, I'd recognise Dave but I don't think I'd recognise you again."

"Cheers, Mark."

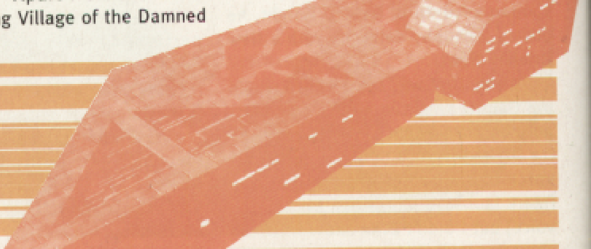
Big budgets!

Csting over $3 million to create and produce, Wing 3 follows the adventures of Colonel Christopher Blair, the character acted on-screen by Hamill. As Blair, you must lead your fighter squadron against the enemy Kilrathi, dogfighting new starships, rescuing POWs, skimming above carriers and finally flying a suicidal mission over the Kilrathi homeworld to avenge the death of a friend. A true SVGA space adventure, WC3 is more like a movie than any game released on the PC so far.

Voodoo-Magic!



With over 7,300 lines of recorded dialogue, amounting to more than three, feature-length film scripts, Gabriel Knight is a stunning example of how professional voice-overs can enhance a CD-ROM game. Set in New Orleans, Gabriel Knight is a point-and-click graphic adventure which revolves around a series of grisly voodoo murders. Mark Hamill plays the bumbling detective Mosely, while Tim Curry provides the voice for the hero Gabriel. Star Trek's Michael Dorn (Worf) also stars.



lwyn.

s no firm
ame.
whether
er 4... I
te funny
a scene
I could
own twin
in City
how this

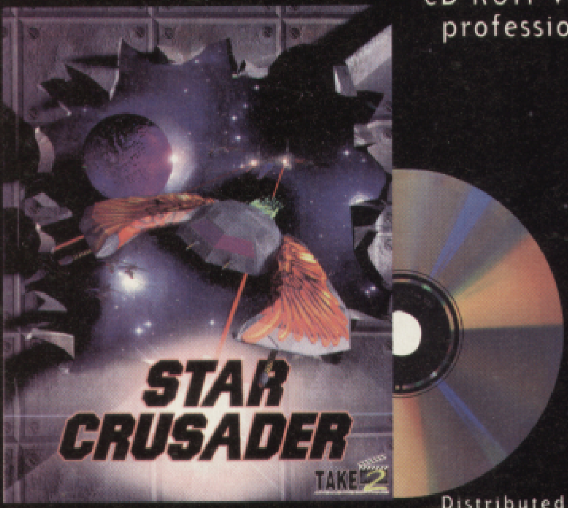
ime was
smiling
led in to

list hell.
coffee all

staring
agazine.
hoto."
ut I don't

SURE YOU COULD DIE, BUT THAT'S LIFE.

- ✳ The Gorene Empire is at war with the Alien Alliance. The ally you choose and the battle strategy you devise will determine who controls the Ascalon Rift.
- ✳ Choose your ally from either of opposing sides. Fly eleven different ships loaded with weaponry. Depart for over 100 varying missions. Then switch sides for unparalleled replayability.
- ✳ Plot strategies, orchestrate battles, fly stealth missions, and conquer territories, with full combat inside nebulas and asteroid fields.
- ✳ Riveting hyper-realistic 3-D graphics, with fully texture-mapped ships; on-the-fly translucency, Gouraud and Phong shading, and cinematic multimedia videos.
- ✳ Driving music, searing sound effects and, on the CD-ROM version, fully digitized speech delivered by professional actors.

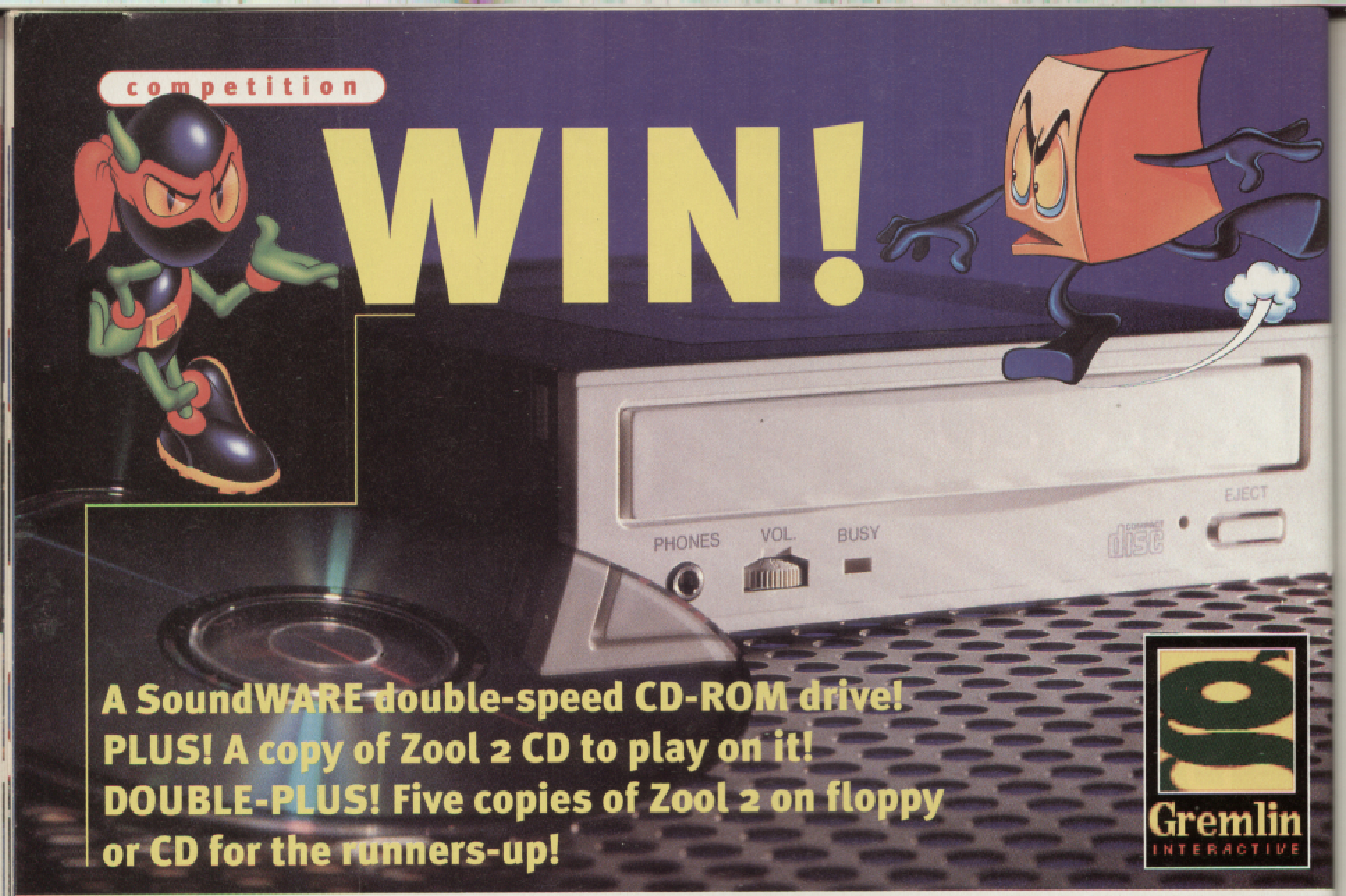


FOR IBM PC AND IBM PC CD-ROM

Distributed by
GAMETEK

TAKE 2
INTERACTIVE SOFTWARE

GAMETEK (UK) LIMITED, 5 Bath Road, Slough, Berks, SL1 3UA



WIN!

A SoundWARE double-speed CD-ROM drive! PLUS! A copy of Zool 2 CD to play on it! DOUBLE-PLUS! Five copies of Zool 2 on floppy or CD for the runners-up!

Zool's back — and this time he's on CD! Yes, everyone's favourite Ninja from the Nth dimension has hopped, skipped and quite literally jumped his way from boring old floppy onto exciting new CD! Hoorah!

Now, this is all very well and good if you're the lucky owner of a sexy CD-ROM drive, but if you're not then... well, you're up excrement creek without an appropriate instrument with which to propel it, basically.

Which is why Gremlin Interactive — formerly known to its friends as Gremlin Graphics — has decided to offer the readers of PC GAMES the chance to win a spanky SoundWARE CR-562 double-speed CD-ROM drive! As well as that, the winner — and there can be only one, sadly — will also win a copy of Zool 2 CD to play on it!

And, as Jimmy Cricket used to oh-so-humorously say, there's more — the five runners-up will also win a copy of Zool 2 on either floppy or CD!

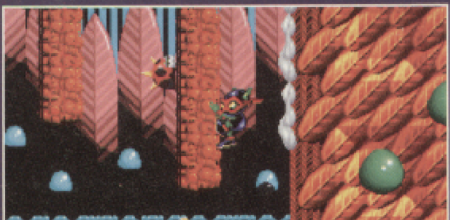
You can't say fairer than that, can you?

HOW TO ENTER

It's easy. Listed below are three multiple-choice questions. All you have to do is find the appropriate answer for each and write it down on the back of a postcard or sealed envelope. So, if you think the answer to Question 1 is (a) Zoob, then write 1 (a) on your entry.

Next, add your name and address to your entry, not forgetting to say whether you'd like Zool 2 on floppy or CD should you be a runner-up, and send it to: Zool's Back! Compo, PC GAMES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

All entries must reach us by the 3rd of November 1994, when the six winners will be drawn from a big plaster-cast of Zool's head.



THE QUESTIONS

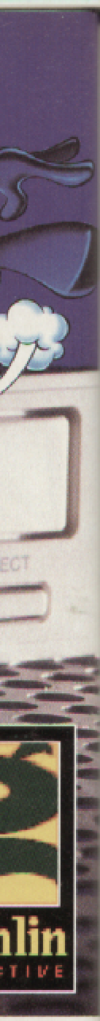
1. Zool has a cuddly two-headed pet dog. But what is its name?
   - (a) Zoob
   - (b) Zoon
   - (c) Zooz

2. What's the name of Zool's arch-enemy in Zool 2? Is it...
   - (a) Mental Block
   - (b) Mental Master
   - (c) Mental Medicated

3. Just where in the world is Gremlin Interactive's top-secret HQ based?
   - (a) Sheffield
   - (b) Leicester
   - (c) Katmandu

The Small Print

This competition is not open to employees of EMAP Images, their relatives or their friends. This competition closes on the 3rd of November 1994, and the winners will be notified shortly afterwards. No alternative prizes will be offered. The Editor's decision is final, and no correspondence will be entered into. While every care is taken, we cannot accept any responsibility for entries lost or damaged in the post.



nped his

propriate

a spanky

Images,
es on the
ied short-
The
l be
ccept any
t.

Friendly to your hand. Deadly to your enemy.

If only you had knocked out one more target. If only... No more alibis! Get a new grip on excitement with FX2000. The advanced ergonomic design improves pilot comfort and response—whether right or left-handed.

Now you can dogfight longer, with less combat and flight fatigue. Plus, there's dual fire controls, switchable fire buttons, throttle control, and more. Try FX2000. So good, you won't believe its real.

FOR IBM AND COMPATIBLE PCs.

The Hardware Advantage for Entertainment Software

So real, you may have to notify air-traffic control.

You no longer have to imagine the experience. Because now you can live the dream.

Introducing G-FORCE, the high-tech flight yoke that lets you pitch, roll, bank, soar and never lose control. Activate dual fire buttons, throttle control, and more!

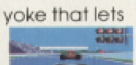
So flexible, it even transforms into a fixed-column steering wheel for driving simulations. Try G-FORCE. It's like a heavy dose of reality.

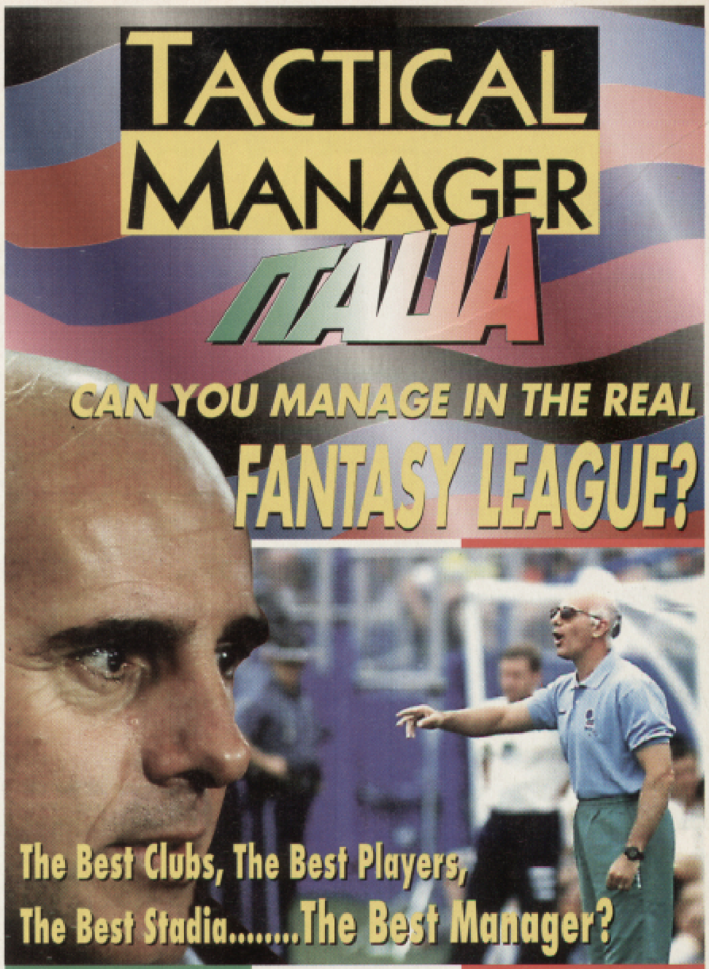
Mail Order Service available

Suncom
TECHNOLOGIES
6 Mercian Close Industrial Estate
Watermoor End, Cirencester GL7 1LT
Tel: 01285 642211 Fax: 01285 641901

Screen shot of WORLD CIRCUIT™ by MicroProse™

FOR IBM AND COMPATIBLE PCs.




TACTICAL
MANAGER
ITALIA
CAN YOU MANAGE IN THE REAL
FANTASY LEAGUE?
The Best Clubs, The Best Players,
The Best Stadia........The Best Manager?

Tactical Manager Italia is the follow-up adaptation to the Number 1 Hit Tactical Manager - the most realistic and detailed football management simulation around, complete with 94/95 season statistics. Played in real-time ball by ball you can interrupt the game and adapt your strategy to change the outcome.

Manage Milan, Inter, Parma, Juventus, Sampdoria, Torino, Roma, Lazio, Napoli, Fiorentina and Genoa plus all the other teams in Serie A and Serie B.

Buy and sell the world's greatest players - Baggio, Bergamp, Gascoigne, Platt, Fonseca, Batistuta, Raduciolu, Zola, Gullit, Maldini, Costacurta & Sauzee. You have full access to the European transfer market selecting from 3540 players with 35840 real parameters. Negotiate with teams and players about transfers, wages, bonuses and extras such as cars and houses. Deal with each player's own personality and their positive and negative traits.

Play in all the great stadia - Guiseppe Meaza, San Paolo, Olimpico, Luigi Ferraris, & Delle Alpi. Select from 80 (10 x 8) different and adjustable tactical approaches from man to man marking, playing a flat back four or a sweeper to doing a Jurgen in the box. Motivate your team using substitutes and placing troublesome players on the transfer list.

Compete in friendlies, League, Italian Cup, ECWC, UEFA and the European Champions League. Utilise up to 38 players simultaneously within the unique multi-user system.

Juggle with your Lira, bring in your Stranieri, and become the Supremo Allenatore.

AVAILABLE NOW
AT £34.99

TACTICAL MANAGER
Italia
VERONA 0
JUVENTUS 1
VERONA
JUVENTUS

AMIGA SCREEN SHOTS

"Easy to control, comparatively quick and impressively atmospheric. The strategic elements are strong enough to keep you hooked for a long time".
PC Review about Tactical Manager

"The game is executed with such precision and attention to detail that before long you are looking for ways to slip your players interest free loans and one-off payments".
James Binns, PC Format Recommended

"A real atmospheric treat"
PC Format Recommended

Black Legend

**BLACK LEGEND - FULLING MILL BARN,
FULLING MILL LANE, WELWYN, HERTS. AL6 9NP
TEL: 0438 840003**

SOUNDFX

Classic 3000

"The best sound card we've heard yet!"

PC Review Recommended, June 1994.

"This card exudes quality, both in terms of build and performance."

PC Format Recommended (89%), April 1994.

"the 3000 contains some of the best sounds I've heard on a PC card"

Music Technology Magazine, March 1994.

"This is one of the best sound cards we've ever heard"

PC Home, July 1994.

"Just take it from me, the card sounds fantastic."

Multimedia & CD-ROM Now (9/10), July 1994.

Need we say more!

New RRPs £39.95 to
£149.95 + VAT
now available from…

Virgin TIME DIRECT 0282 770066

UNICA LIMITED 061 429 0241

MrPC 0282 777888

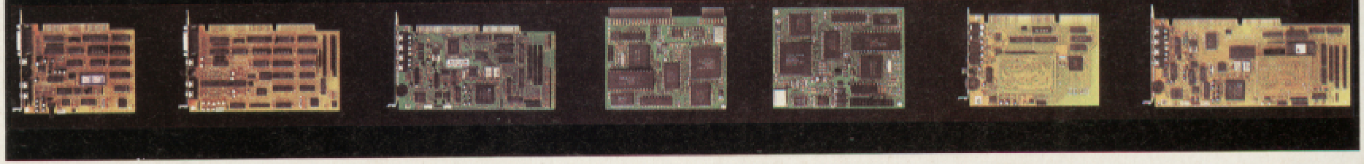
For more information,
or OEM enquires call:

Bluepoint

Tel # 0908 277007

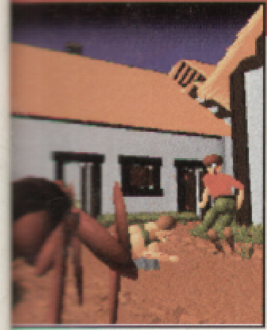
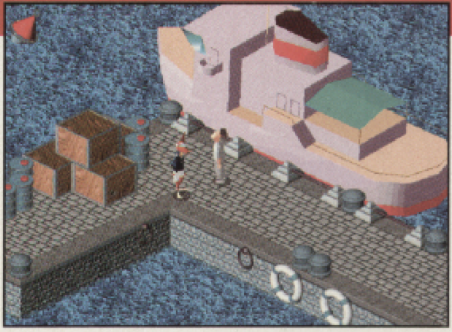
Bluepoint Monitor Corporation (UK) Ltd, 17-19 James Way, Milton Keynes, MK1-1SU, U.K. Tel # 0908-277007, Fax # 0908-277002.

*All prices exclude VAT and delivery and are subject to change without notice.

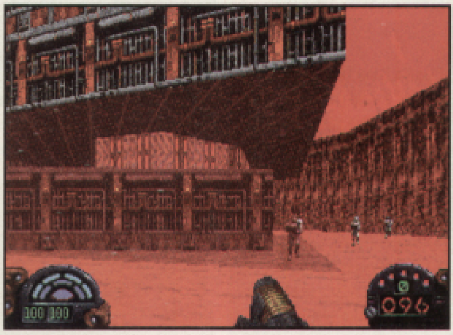


previews

How do those software companies do it, eh? Every month they announce a new set of releases that are even *more* innovative and *more* amazing than the last lot. It's just as well they do, though, otherwise we'd have no new games to write about and you'd have nothing to read. And that would be a tragedy. Makes you think, doesn't it? (It makes me think you should be sacked — Ed.)

CHR 180 22
ACT 500



RETRIBUTION...28

Gremlin Graphics celebrates its tenth birthday this year, and to mark the event the company's changed its name to Gremlin Interactive. And, as if that wasn't enough, it's unveiled a new game that looks set to kick off the company's second decade in business with a real big bang. The game is called Retribution — and it's going to be *massive*. David Upchurch reports from the scene of the explosion...

ECSTATICA...32

If you liked the Alone In The Dark games, then you're going to love Ecstatica. And even if you didn't like them, you'll love Ecstatica anyway. Combining superb Gouraud-shaded ellipsoid technology (whatever that may be — but who cares because it looks *great*), a dark and mysterious storyline and incredible ease-of-control, Ecstatica looks set to be the year's surprise hit. Alex Fraser reveals all...

DARK FORCES...34

You may think the hype surrounding Doom 2 is pretty intense, but you ain't seen nothing yet. When Dark Forces approaches release early next year, expect a PR blitz of unprecedented proportions. Why? Because not only is Dark Forces a LucasArts' game, it's also effectively 'Doom meets Star Wars' — a combination which, you have to admit, is potentially mind-blowing. David Upchurch has seen it — and he's still recovering...

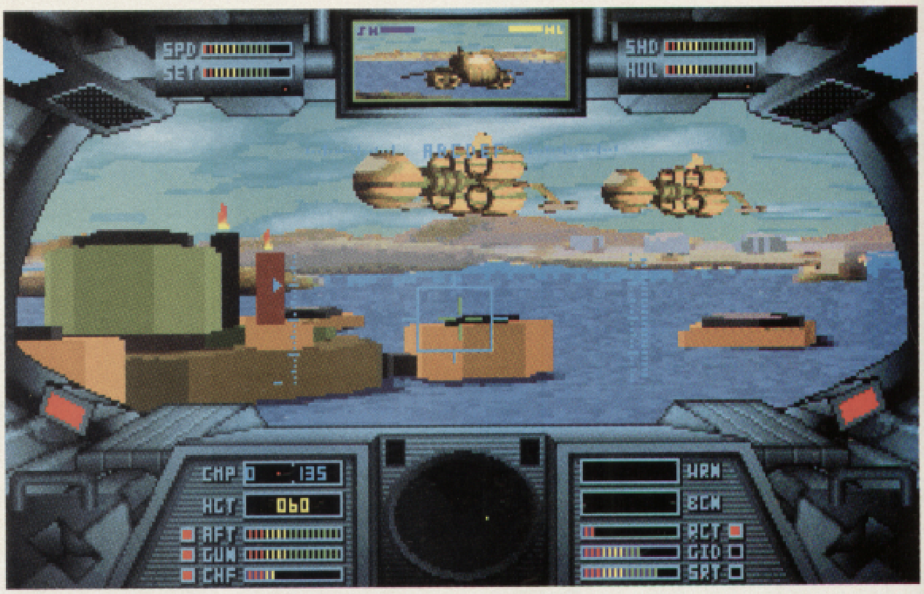
LITTLE BIG ADVENTURE...36

Imagine Alone In The Dark but on a much smaller scale. Imagine an isometric-3D gameworld that you could explore, populated by a weird assortment of dragons, talking elephants and sundry other bizarre creatures. Imagine all this in SVGA and you'll end up with Adeline Software's Little Big Adventure, programmed by the bloke that gave you Alone In The Dark, and dribbled over by the very enthusiastic Dean Evans...

It's Paybac

Gremlin Interactive claims that Retribution, an all-action sci-fi combat game, will establish the company as a force to be reckoned with in the PC market. David Upchurch head Sheffield-wards to see what all the fuss is about...

GAME	RETRIBUTION
PUBLISHER	GREMLIN INTERACTIVE
DEVELOPER	ASTROS PRODUCTIONS & IN-HOUSE
WORK *STARTED*	EARLY 1993.
DUE FOR *COMPLETION*	NOVEMBER 1994



> "On a 66MHz 486 the screen could be updating at 50 or 60 times per second, but we've restricted it to 18 at maximum — at anything over that the movement becomes unrealistic." Pete Karboulonis, Co-creator of Retribution.

You're a bit tasty, did you know that? At least, that's what the Krellans think. They'd love to have you for dinner — as the main course, lying stretched out on a silver platter with Paxo stuffing shoved up your bum and an apple stuck in your gob.

Oh, they're nasty pieces of work, these Krellans. Of course, when these seemingly-benevolent aliens first appeared everyone thought they were saviours — hideous-looking ones, admittedly, but saviours none-the-less. The Earth was polluted beyond recognition, and mankind stood teetering on the brink of an apocalyptic global war as nations scrapped and fought over a measly few hectares of farmable land.

Yes, the arrival of Krellans could not have been more timely. They bestowed gifts of highly-advanced technology upon mankind, allowing him to rebuild his ravaged planet and eventually to spread his wings out into the stars. Mankind couldn't believe its luck — it all seemed too good to be true...

...And it was. There ain't no such thing as a free lunch, a fact that the foul Krellans are all too aware of. You see, they think humans are a great delicacy, and over the years they've basically been 'breeding' humans like cattle, giving them free reign to be fruitful and multiply in their billions. And now, at long last, it's harvest time...

Brrrr — scary, huh? This is the plot of Retribution, Gremlin Interactive's forthcoming sci-fi epic, which blends impressive Voxel Spacing 3D technology with no-nonsense, all-action combat. It's set to be a runaway hit when it's released this November on CD-ROM, with a cut-down floppy version to appear a couple of months later.

Retribution is easily Gremlin's biggest and most ambitious project ever. All in all, nearly fifteen people have worked on the game at some stage in its development. Paul Green, for example, created the game's nightmarish plot and was also responsible for writing the game's massive 'script', all of which will be performed by actors and turned into digitised speech for the CD-ROM version.

So where did the idea for Retribution's plot come from? "From my head!" laughs Paul. "At the beginning of the project we all sat down and knocked all sorts of ideas about and then it sort of 'evolved' from there. I've not borrowed the ideas from anywhere else — I can't remember seeing a film or reading a book with anything like this in it."

But why do the Krellans want to eat humans as opposed to, say, a Big Mac? "They've just got a fondness for human flesh, basically," replies Paul. "We're their 'crop'. The whole aim of the Krellans is to purify the human 'strain' and to wipe out disease, the way we try to wipe out diseases in plants. And they're pushing technology forward to make the humans grow and spread so that there's more to harvest, the same way you'd put fertiliser on a plant."

In the game you play a hot-shot starpilot based on a space station far out at the distant edge of Terran Federation space. You and your comrades are the only people who know the truth about the Krellans' reasons for 'helping' mankind. Unfortunately, the Krellans

A new decade, a new Gremlin...

It's Gremlin's tenth birthday this year — and in such a volatile industry as the software industry, that's no mean achievement. So the people at Gremlin can be forgiven for being in something of a party mood, and to celebrate the start of their second decade in business they've not only changed the company logo, they've also changed the company name. Yes, Gremlin Graphics is dead, long live... Gremlin Interactive!

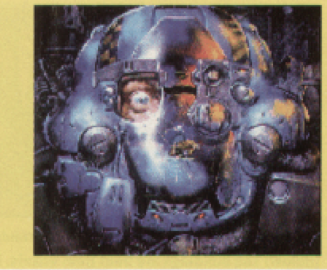
But why, one wonders? Ian Stewart, Gremlin Gra... oops, *Interactive's* chairman and founder, has the answers: "When we started off a decade ago as Gremlin Graphics, in the heady days of the Sinclair Spectrum and the VIC 20, the name Gremlin Graphics actually meant something then — people were using the word 'graphics' in association with computers, and it just seemed an apt name to use at the time.

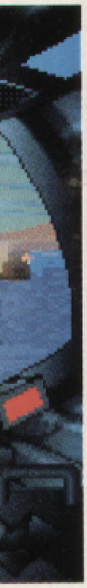
"But the business has evolved and we now trade in so many countries that Gremlin Graphics doesn't really stand for what the company now is, so that's why we're now called Gremlin Interactive. And as we were changing the company name, it seemed as good a time as any to get rid of the multi-coloured logo."

But the changes at Gremlin are more than cosmetic. Although hitherto seen as a publisher specialising mainly in Amiga and console titles, forthcoming games like Retribution and Slipstream (a sexy-looking 3D racing game with a science-fiction angle — see News for more) look set to radically change those perceptions and place Gremlin firmly on the PC map. As Ian comments, "we're now taking the PC market *very* seriously."

Gremlin
INTERACTIVE

ck Time...





per
over

tion.

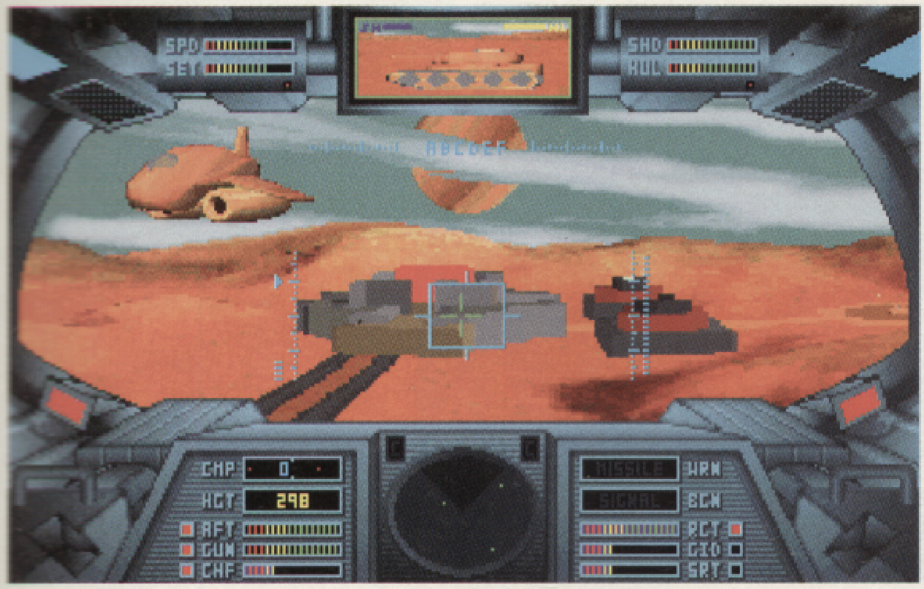
n CD-ROM,
couple of

and most
een people
s develop-
he game's
for writing
ill be per-
speech for

plot come
beginning
all sorts of
rom there.
e else — I
book with

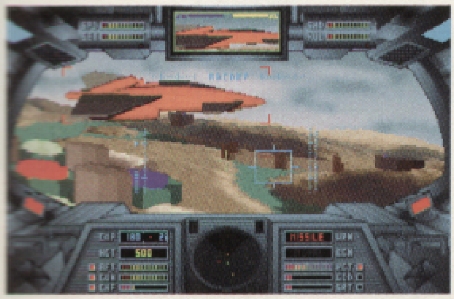
humans as
got a fond-
aul. "We're
s to purify
the way we
re pushing
grow and
same way

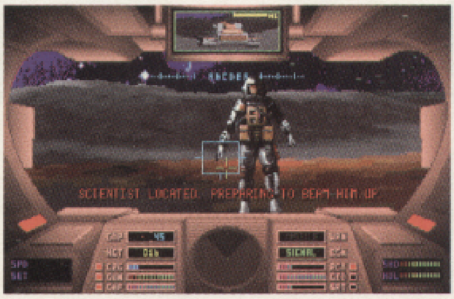
t based on
e of Terran
re the only
ns' reasons
e Krellans



(Below) All the spaceships are pre-rendered 2D sprites, stored in 32 rotations, which are scaled in real-time.

(Below) Retribution isn't all about endles shooting — some missions send you to rescue scientists missing in action.



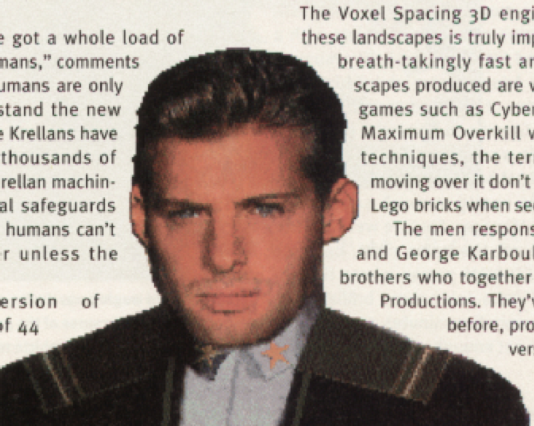


SCIENTIST LOCATED. PREPARING TO BEAM HIM UP

know you know, and have jammed all communications between the station and Earth.

As the Krellans harvester ships steam slowly towards the mother planet and its colonies, there's nothing for it but for you to jump into your starfighter (which, ironically, is one of the bits of 'highly-advanced technology' given to you by the Krellans) and attempt to repel the voracious alien predators. It won't be easy...

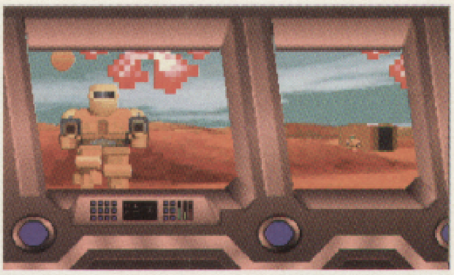
"The Krellans have got a whole load of advantages over the humans," comments Paul. "For a start the humans are only just starting to understand the new technology, whereas the Krellans have been perfecting it for thousands of years. And every bit of Krellan machinery has loads of special safeguards built into it, so that the humans can't take it a step further unless the Krellans say so."



The CD-ROM version of Retribution consists of 44 individual missions spread over eleven 'campaigns', as well as six training missions. Each campaign takes place over a different planetoid, allowing for a great deal of variety in both the graphics and the gameplay. While on some missions you might be acting as aerial support to a platoon of tanks trundling over a barren rock surface below, in others you might be on a rescue mission flying over lush forests.

The Voxel Spacing 3D engine used to generate these landscapes is truly impressive. Not only is it breath-takingly fast and smooth, the landscapes produced are very detailed — unlike games such as CyberRace and Comanche: Maximum Overkill which use similar 3D techniques, the terrain and the objects moving over it don't turn it an ugly mess of Lego bricks when seen up close.

The men responsible for this are Pete and George Karboulonis, a team of two brothers who together are known as Astros Productions. They've worked for Gremlin before, programming the PC conversions of Toyota Celica



(Above) The view out of the side window of your ATV. That bloke doesn't look too happy — it's not easy being a scaled sprite, you know.

(Left) Isn't that just lovely? It could almost be a shot taken from a picture postcard. Almost.

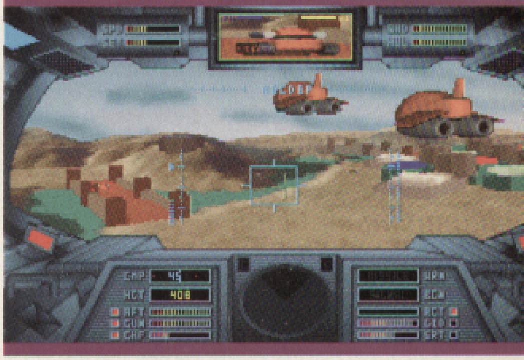
Voxel Spacing *for beginners*

So how did Astros Productions create these stunning 3D landscapes? By employing Voxel Spacing technology, that's how, akin to that used in Cyberdreams' CyberRace and Novalogic's Comanche: Maximum Overkill. But what *is* Voxel Spacing technology, and how does it work? Well, I'll tell you...

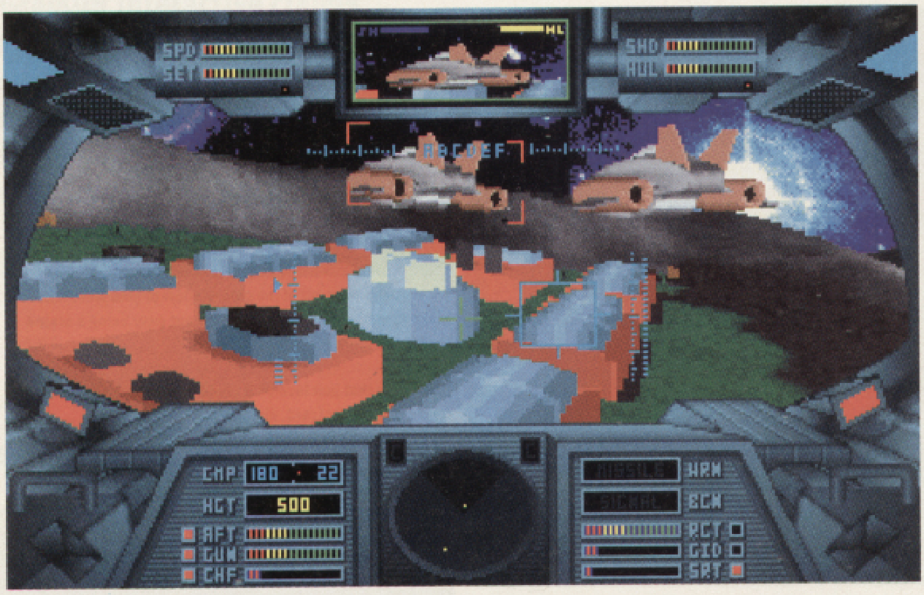
Imagine a pinboard, like the ones you can buy in toyshops and make impressions of your face and hands in. This pinboard is huge, though, a square grid 1024 pins wide and 1024 pins high. Each pin — or 'Voxel' — has a different height and a different colour, and together they define the contours and colour of the landscape.

During the game, the 3D algorithms refer to this pinboard 'map' and take data from it, recreating the landscape on-screen in 3D. Of course, 1024 x 1024 Voxels isn't that high a resolution, so the program 'smooths' the transition between each Voxel to create the gently undulating hills and valleys you see in the game.

Sounds simple, doesn't it? But as Pete says: "The concept is easy — what's difficult is getting the landscape looking right, and getting it moving fast enough."



(Above left & right) Numerous, lovingly-rendered 3D animations pop up at key points throughout the game.
(Below) The buildings are built from Voxels, like the landscape, allowing Pete and George to create various special effects.



"There are only a few missions where you use ATV, because it's a lot more enjoyable to fly!" Pete Karboulonis, Co-creator of Retribution.

GT Rally and Nigel Mansell's World Championship, which perhaps goes some way to explaining Retribution's origin...

"At first Retribution was intended to be a race game," says Pete. "We took the idea to Gremlin and were given three months to come up with something to look at. But when Gremlin saw the landscaping routine, they decided to take it a step further and do something a lot bigger with it."

So why was the idea of a racing game dropped? "The problem with the racing game was that it was too limited," says Pete. "As you travelled over the landscape you couldn't really see enough it."

And so the idea of a futuristic combat game evolved and Retribution was born. However, elements of that original racing game remain — in a few of the missions you get to take control of an All-Terrain Vehicle and trundle over planet surfaces. Comments Pete: "There are only a few missions where you use ATV, because it's a lot more enjoyable to fly!"

Sadly, however, you never get the chance to explore the planetoids on foot. "That was in the original spec," says Pete, "but we decided that it wouldn't be very exciting because you'd be moving so slowly and you'd be so close to the landscape. It's the same problem as with ATV, only worse."

Such was Gremlin's confidence in the team's landscaping routine that it funded Pete and George for several months as they tweaked and refined the 3D algorithms. The resulting 3D engine is amazingly fast: "On a 66MHz 486 the screen could be updating at 50 or 60 times per second," claims Pete, "but we've restricted it to 18 at maximum — at anything over that the movement becomes unrealistic."

The game even runs comfortably on a 33MHz 386. Sure, you have to reduce the detail level a little, but even then it looks better and runs faster than Comanche ever did on a 33MHz 486.

The benefit of such a powerful 3D engine is that it allows Pete and George to create some superb 'special effects'. In one mission, for example, you have to protect terraforming machines from Krellan attack, and as you fly around you can actually see the planetoid below turning from a barren, lifeless rock into a green, habitable world.

In another mission you have to destroy an enemy base floating in the middle of a lake — succeed, and you can watch as it sinks slowly into the water. Interestingly, several of the planned missions were rewritten to take advantage of the amazing effects Pete and George could make their 3D engine produce.

Although the actual game is now finished, Retribution won't be released until November because Gremlin are now in the process of adding embellishments. The CD-ROM game will come complete with a pre-rendered animated intro, a CD-quality musical score written by Chris Adams (more about him elsewhere) and tons and tons of digitised speech. It was a conscious decision by Gremlin to finish the game first and make sure that it was as good as it could be before adding the CD-ROM bells and whistles...

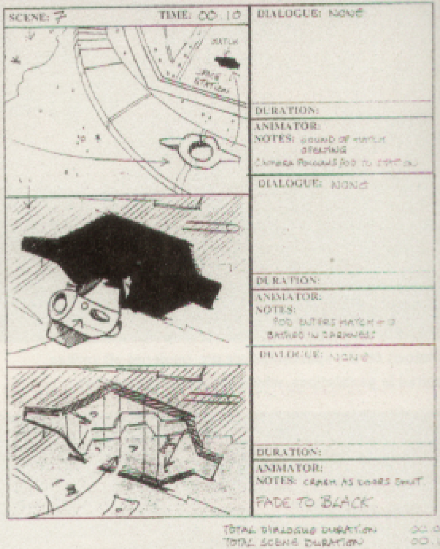
"I know it sounds really corny," says Steve McKevitt, Gremlin's PR Manager, "but we were all really concerned that we got the game right, because we've seen so many CD-ROM games where they've spent three-and-a-half years doing these brilliant rendered sequences, and only five minutes on the gameplay — and that's not enough, really..."

So, *what's the score?*

The musical accompaniment to Retribution has been created by Chris Adams, a classical composer who has written scores for several major motion pictures. This is the first time he's written music for a computer game — and it's presented him with some unique, er, 'challenges'.

You see, when writing the score to a film, the composer normally has the completed — though music-less — movie to use as reference, allowing him to judge when the accompanying soundtrack should be fast or slow, happy or sad.

In the case of Retribution, however, Gremlin were still rendering the animated intro and cut-scenes when Chris started writing the music. So, Gremlin provided detailed storyboards of all the animated sequences, complete with exact timings of when certain events would happen, so that Chris could match his music precisely to the unfolding story.


HATCH
SPACE STATION

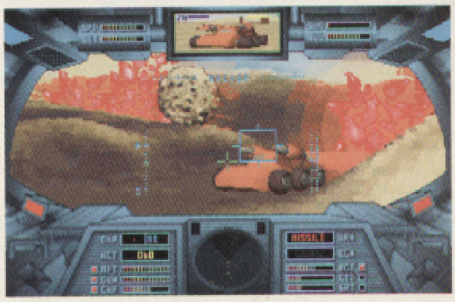
SCENE: 7 TIME: 00.10

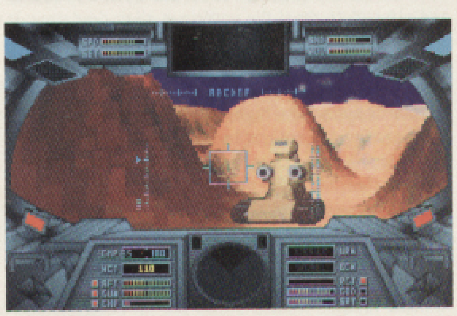
DIALOGUE: NONE
DURATION:
ANIMATOR:
NOTES: SOUND OF HATCH OPENING
CAMERA FOLLOWS POD TO STATION

DIALOGUE: NONE
DURATION:
ANIMATOR:
NOTES:
POD ENTERS HATCH & IS BATHED IN DARKNESS

DIALOGUE: NONE
DURATION:
ANIMATOR:
NOTES: CRASH AS DOORS SHUT
FADE TO BLACK

TOTAL DIALOGUE DURATION
TOTAL SCENE DURATION





(Top) It's hard waging war during a meteorite storm.
(Above) During the course of the game, there are over twenty different types of Krellan vehicle to fight.

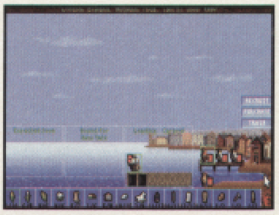
BE THERE AT THE BIRTH OF A NATION

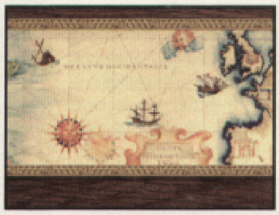
Sid Meier's
COLONIZATION

MICROPROSE

Sid Meier

DON'T SETTLE FOR ANYTHING LESS!

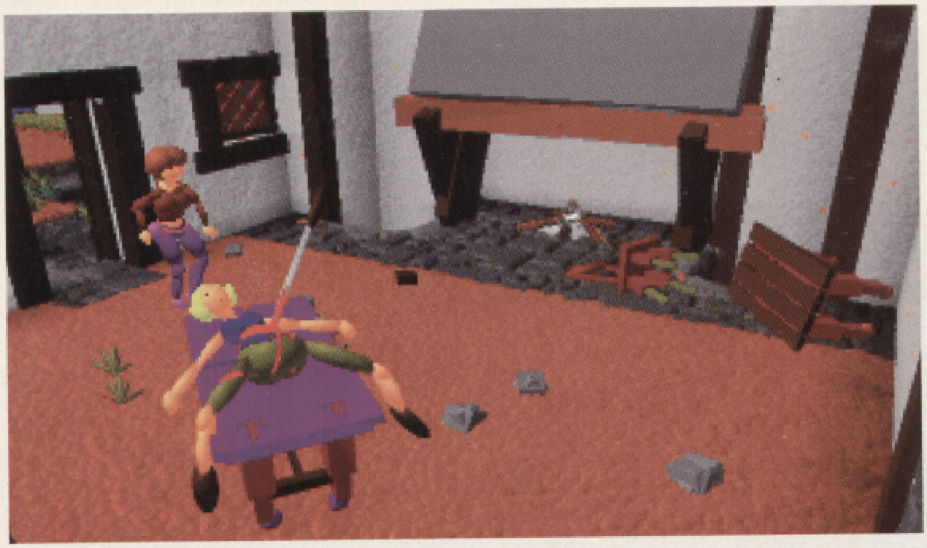




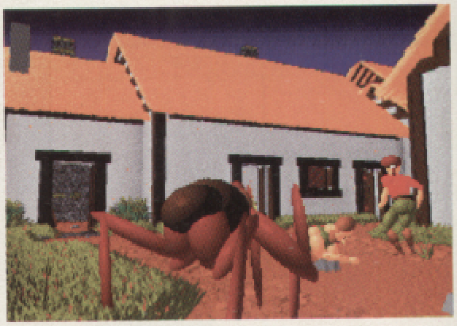
FOR IBM PC COMPATIBLES

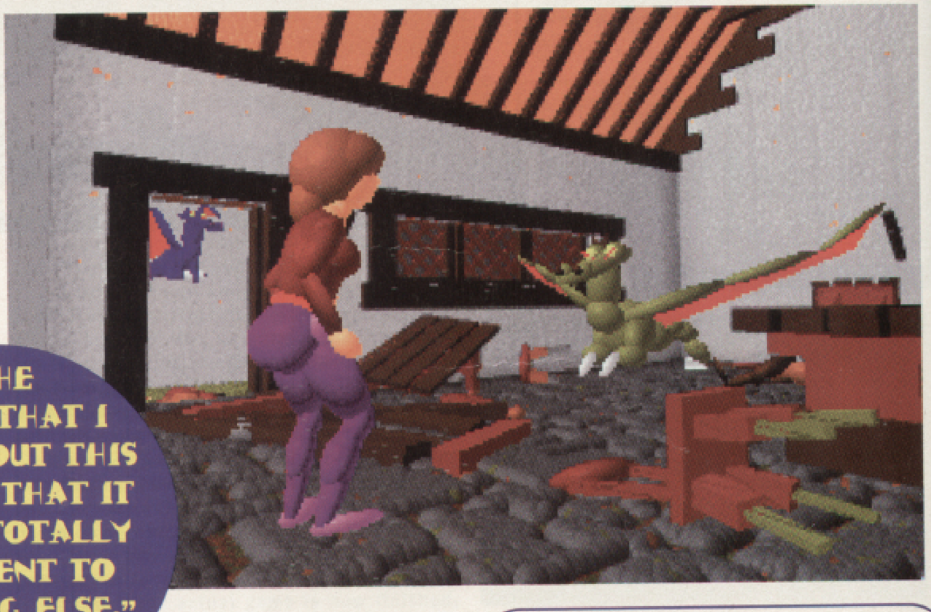
Come in, Alone In The Dark, your time is up! Psygnosis' Ecstatica is here to blow you out of the water. Alex Fraser goes behind the scenes — and likes what he sees...

A Whole



GAME	ECSTATICA
PUBLISHER	PSYGNOSIS
DEVELOPER	ANDREW SPENCER & ALAIN MAINDRON
WORK *STARTED*	5 YEARS AGO!
DUE FOR *COMPLETION*	NOVEMBER 1994





When you're a jaded, cynical old hack like me, it's not often you see a new game that *really* impresses you. Yet when I first laid eyes on Ecstatica, which is coming your way this November courtesy of Psygnosis, I was well and truly flabbergasted. No, really, I was.

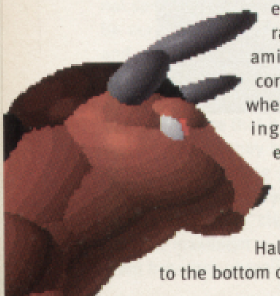
Ecstatica can best be described as the game that Infogrames' Alone In The Dark 2 should've been. Like Alone, Ecstatica puts you in control of a fully-animated 3D figure exploring a 'flick-screen' 3D environment, with much puzzle solving and monster fighting along the way.

But there all similarities end. Unlike Alone's angular, polygon-based characters, Ecstatica's figures are smooth and organic and are animated to an uncanny level of realism. The player interface is virtually transparent too, doing away with clunky icons or score panels, allowing the player to get totally immersed in the game's dark and moody story.

> **"THE THING THAT I LIKE ABOUT THIS GAME IS THAT IT LOOKS TOTALLY DIFFERENT TO ANYTHING ELSE."**
>
> Greg Duddle, Ecstatica's Producer.

And what a story it is. In Ecstatica you play a weary traveller who, running low on water and provisions, makes a detour to a nearby village in order to stock up. However, upon entering the village you rapidly realise that something is amiss — there are blood-soaked corpses of the villagers lying everywhere and hideous monsters roaming the narrow streets. As you explore the village and its surroundings you gradually discover what happened...

...And I think I'll stop there. Half the fun of Ecstatica is getting to the bottom of the mysterious goings-on, so I don't want to spoil it for you. As Greg Duddle, Ecstatica's Producer, says: "When you start out you don't really have much idea as to what's going on, and the manual — which we're in the process of writing at the moment — doesn't tell you much either. The whole game is based around information gathering, exploring and picking up clues."

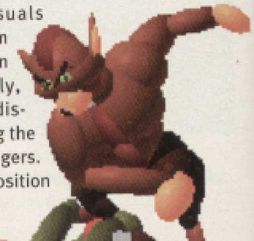


Incredibly, Ecstatica is the work of just two people: Andrew Spencer, who created the game's 3D engine, and Alain Maindron, a professional animator who in the past has worked on several full-length animated movies, including American Tail 2: Fievel Goes West.

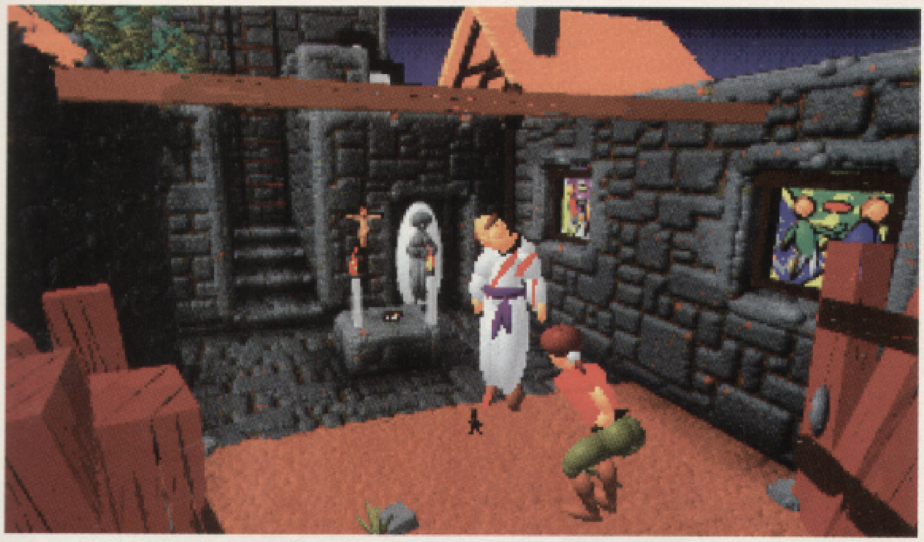
Ecstatica has been something of a labour of love for Andrew. He's been been working on the game for absolutely ages...

No kids *allowed*

I have bad news for any readers out there who are under 18 years of age — Ecstatica will bear an 'Over 18s Only' sticker on its box, preventing its sale to children and 'young adults'. This is not surprising, to be honest — the game's storyline is quite strong in places, and the visuals used to accompany them are equally powerful. In the village, particularly, there are some quite disturbing images depicting the fates of the various villagers. Those of a nervous disposition have been warned...



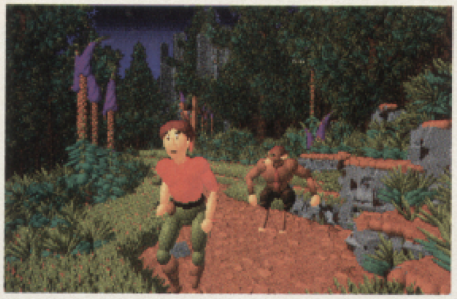
New World



Oi — stop hanging around and do something. It's scenes like this that will earn Ecstatica an 'Over 18s Only' certificate.

"...About five years, in fact!" laughs Greg. "Andrew started developing Ecstatica on the Commodore PET, then he graduated to the Commodore 64, then onto the Amiga and now, finally, the PC."

Presumably those early versions of Ecstatica bore little resemblance to the game as it now stands... "Yes, obviously," replies Greg, "but even then you could see that it was something special. I think Andrew always knew precisely what type of game he intended to create, and as he moved from hardware to hardware he simply made use of the greater power available."



(Above) The werewolf is a constant thorn in your side throughout the game. Although you can briefly stun him, you can't actually kill him.
(Right) The intro, showing the hero arriving at the village.

It's been worth all the hard work, though — Ecstatica's 3D is quite literally stunning. Basically the system uses Gouraud-shaded ellipsoids to create its characters. I say 'basically' because I know little more about the system than that — and neither does Greg: "To be honest, I'm not sure how it all works precisely — Andrew's very cagey about it." (Which is understandable, given the amount of time and effort he's put into it!)

But the five years wasn't spent just developing the 3D engine. Andrew also created a suite of 3D editors that make it relatively easy for anyone, whether they're technically-minded or not, to create and animate 3D figures and to generate 3D backdrops. In fact, it was partly these editors' ease-of-use and phenomenal flexibility that attracted Alain to the project some two years ago — that, and the game system's huge potential for a truly exceptional game.

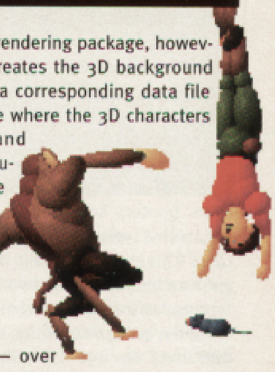
The character editor, for example, allows Alain to build up new characters and creatures from scratch and then animate them with supreme ease; to define a specific action, for example, Alain only needs to create the motion's 'key frames' and then the editor generates the in-between frames itself — a process known in the animation business as 'tweening'.

Likewise, the background editor lets the user choose any viewing angle on a given scene and then renders it — which takes about an hour or so. Unlike a 'normal' 3D rendering package, however, the editor not only creates the 3D background image, but also creates a corresponding data file which tells the 3D engine where the 3D characters are allowed to move and then, if they're in a particular spot where they're obscured by foreground objects such as trees or walls, masks them accordingly.

Fear of *being Alone*

Because of its 3D engine, Ecstatica looks quite similar to Infogrames' Alone In The Dark games. How, I wondered, did Andrew react when the first Alone In The Dark appeared, which must have been when he was almost halfway through developing Ecstatica?

"Well, it came as a surprise," claims Greg, "but apparently, according to Andrew, it was a pleasant surprise. For one thing it proved that this sort of game system worked, and as Ecstatica was sufficiently different and more advanced it wasn't really a worry to him."



The various scenes — over 250 in total — take up the whole screen and, as mentioned earlier, there's nothing to get in the way of you appreciating them. "Andrew didn't want anything on-screen that detracted from the imagery and the story," says Greg, "that's why there are no energy bars or anything like that."

And that's why there's no ridulously capacious inventory either; the hero (or heroine — you can choose which sex you want to be before you start play) can only carry a maximum of two items, one in each hand. Use of the objects you find is context sensitive, i.e. if you're holding the right thing in the right place at the right time, you'll use it appropriately.

Ecstatica is now in its final stage of development, and looks set to hit its scheduled November release date. All that remains is for Andrew to implement the reams of pre-recorded digitised speech (as with most games these days, Ecstatica will be CD-ROM only) and iron out the last few bugs. From what I've seen of it so far, it's going to be *huge*...

But what does Greg think of Ecstatica? "The thing that I like about this game," he replies, "is that it looks totally different to anything else."

Well, he's right there...

Their Dark

David Upchurch was so excited by the idea of LucasArts' Dark Forces that he travelled all the way to the States to see the game in action. Saddo. At least he brought back this report...

It's not easy being a software publisher given the notoriously fickle nature of the games industry. One minute your releases are hailed by critics as the best thing since sliced salami and the public are buying them by the skip-load, the next they're slammed as the worst atrocity since Pop Tarts and you can't give the damn things away.

Unless, it seems, if you're LucasArts. The lamentable Willow movie tie-in aside, every game released by the company has enjoyed near-unanimous critical praise and phenomenal sales.

Indeed, LucasArts is probably the nearest modern equivalent to legendary Spectrum developers Ultimate Play The Game, with every new release snapped up by eager punters before they've even seen a review — and, with a typical game costing around £50, that indicates a great deal of public faith in LucasArts' ability to produce top-notch entertainment software.

And LucasArts' enviable reputation for quality is unlikely to be dented by its next release. Already described as 'Doom meets Star Wars', Dark Forces takes characters and situations from the most popular movie series ever and puts them in the most popular PC gaming environment ever — how, one wonders, can it possibly fail to be a massive hit?

In Dark Forces, the player assumes the role of a Han Solo-ish 'gun for hire' who is employed by the Rebel Alliance to undertake a top-secret special mission. Word has leaked out that the Empire is in the process of building a massive battle station which, when completed, will possess enough firepower to destroy an entire planet. It's called the Death Star — and the Rebels want you to locate the plans for it.

However, during the course of this mission you learn that the Empire also has plans to create an army of Darktroopers — mechanised 'Super Stormtroopers'. Once this is reported back to the Alliance's top brass they send you out again — this time to find out where the Darktroopers are being produced and stop it.

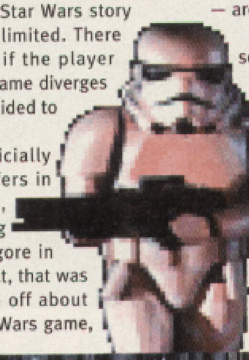
Work started on Dark Forces just over a year ago with a team of only three people, but since then the team has grown until it's now the largest LucasArts has ever devoted to one project. Contrary to popular belief, Dark Force' 3D engine was developed in-house by LucasArts and was NOT licensed from Id Software. In fact, a lot of the initial development was spent seeing just what they could get their 3D engine to do...

"When we started we knew that we were going to do a first-person-perspective Star Wars game," explains Daron Stinnett, Dark Forces' project leader, "but we didn't know what the technology would bear and what we'd be able to do with it. We played around with many different ideas — actually, Dark Forces was originally going to be called Jedi and was going to be about Luke Skywalker.

GAME	DARK FORCES
PUBLISHER	LUCASARTS
DEVELOPER	IN-HOUSE
WORK *STARTED*	SEPTEMBER 1993
DUE FOR *COMPLETION*	JANUARY 1995

"But as we tried to mould the Star Wars story into a game, we found ourselves limited. There were problems like 'Well, what if the player doesn't do this?' — suddenly the game diverges from the Star Wars story, so we decided to branch off in our own direction."

Although Dark Forces superficially resembles Doom, it actually differs in many, many ways. For a start, there's no blood and guts flying about... "We don't have a lot of gore in Dark Forces," admits Daron. "In fact, that was one of the things that turned me off about Doom. And after all, this *is* a Star Wars game, and we want it to appeal to the widest possible audience. Instead of gore, we have sparks!"

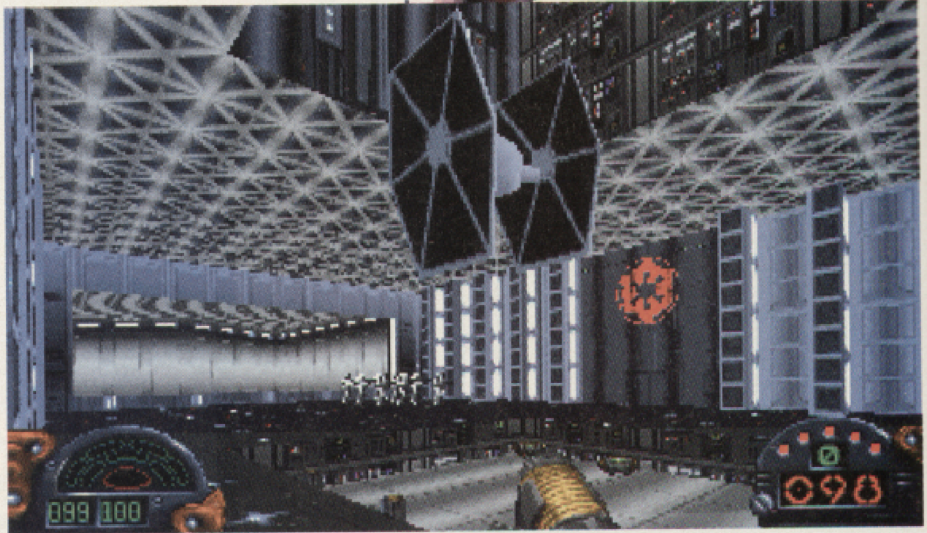


More importantly, Dark Force's 3D engine is a lot more advanced than Doom's, allowing the player to look up and down and also to jump. In addition, although most of the enemy characters are 2D sprites which are shrunk and enlarged depending on their distance from the player, some — typically the 'boss' monsters which pop up towards the end of each level — are fully texture-mapped 3D objects.

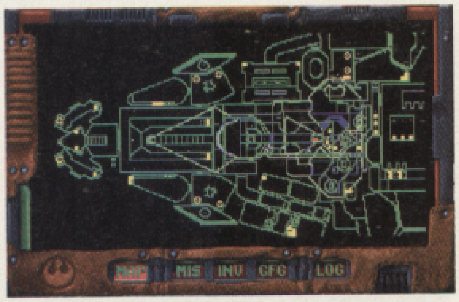
3D objects are also used to give the player a sense of 'really being there'. "We have a lot of things which are just there to enhance the environment," claims Daron, "like the TIE Fighters taking off in the Star Destroyer's hangar bay — they're there just to help give you the feeling that you're really on a Star Destroyer."

So can you actually shoot the TIE Fighter? "Oh, you can shoot it — but it doesn't explode!" laughs Daron.

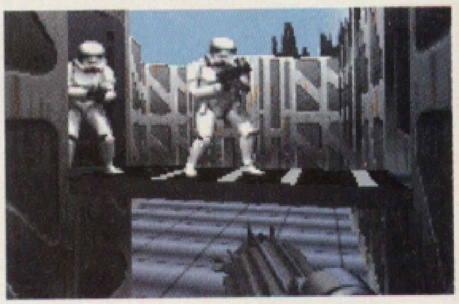
Despite these extra technical complexities, Dark Forces still moves very fast and



As well as 2D scaled sprites, Dark Forces boasts 'proper' 3D objects, like these impressive-looking TIE Fighters which fly in and out of the Star Destroyer's hangar. Admittedly, you can't actually shoot them — but they create a great atmosphere.



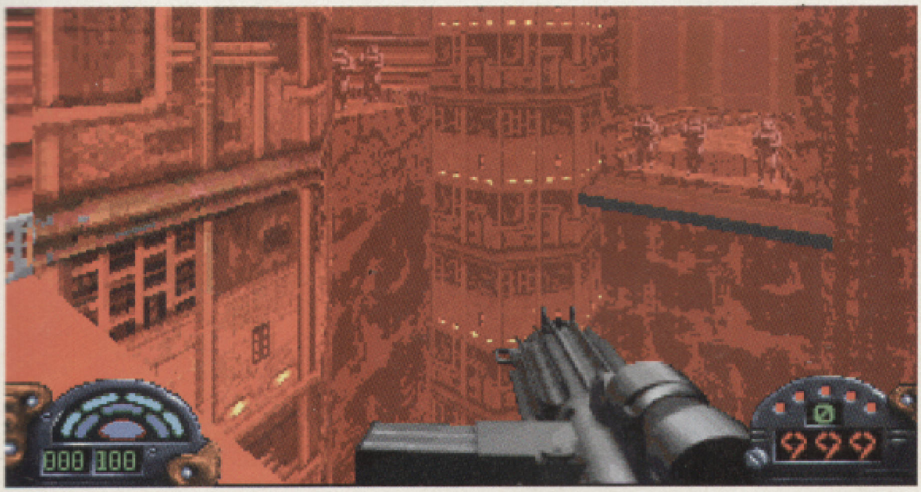
Dark Forces includes a useful auto-mapping feature, which is handy for telling you where you've been — and where you've yet to go.

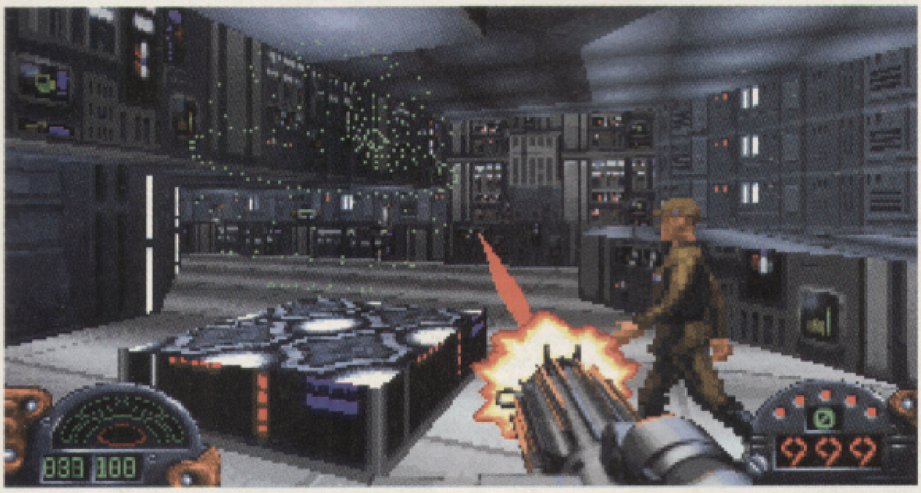


There are loads of speech samples throughout the game. When you encounter some Stormtroopers, for example, you'll hear them shout "There he is!" and "Let's get him!"

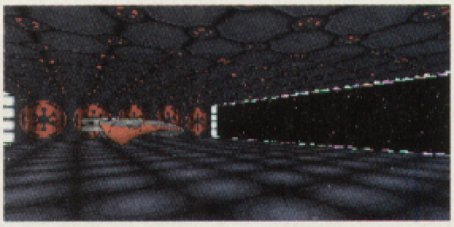
kest Hour...

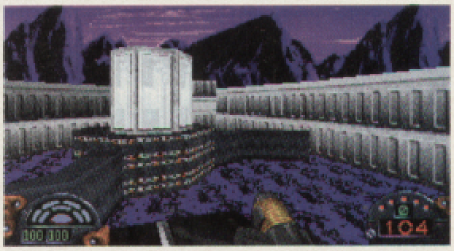
(Below) Dark Force's excellent 3D engine allows the game's designers to create some truly awe-inspiring levels, littered with vast, almost-bottomless chasms and cathedral-like vaults.





(Below) Your ship, docked aboard the Star Destroyer. "I just got this strange feeling — like I'll never see her again..."





very smoothly. According to Daron: "We loaded up Doom levels into our engine and ran them, and we found that in most areas our engine performs faster."

In fact, it seems the release of Doom hardly phased the team at all: "When we saw Doom I think it made us set our sights a little higher," reckons Daron, "but nothing about it technologically made us think 'Yeah, we've got to do that too'."

Even the prospect of Id's next game, Quake, which will use a radically new 3D engine, doesn't perturb them too much: "Some of the features that Id are talking about in Quake we've already got in Dark Forces," says Daron.

> "Some of the features that Id are talking about in Quake we've already got in Dark Forces."
>
> Daron Stinnett, Dark Forces' Project Leader.

But the differences between Dark Forces and Doom are more than just technical; Dark Forces' gameplay also has far more depth than Doom's. For a start the game is split into a series of missions, each of which has its own objectives, thereby giving the player immediate goals to aim for.

"When I saw Doom for the first time I thought 'This is just Wolfenstein with different packaging' because you're still doing the same thing," says Daron. "In Dark Forces we wanted to have more of a story and a purpose to what you're doing."

It's for this reason that Dark Forces won't have a multi-player option. "It was a conscious decision not to make Dark Forces multi-player," says Daron, "because it has a lot of effect on the gameplay and what you can do. Our aim was to make a good single-player game with a good story. We also wanted to have it so that wasn't just a 'guns blazing, shooting everything in sight' sort of game. There is an element of that, but there's also puzzles."

These puzzles are action-orientated, and typically revolve around experimenting with switches and levers. For example, at one point in the game you enter a chamber in the middle of which is a vast pool half-filled with water. By manipulating the nearby controls, you have to fill the pool with water from side-vents so that you can eventually swim across to the other side.

If this all sounds a little *too* cerebral to all you Doom fans out there, don't worry — despite what Daron says, there's still lots and lots of gung-ho action to be had. All in all, Dark Forces offers the player twenty different enemies to blast, such as Stormtroopers, security droids, bounty hunters (even Boba Fett, apparently) and, of course, the vicious Darktroopers. "We tried not to make it so that we just threw more and more Stormtroopers at the player," says Daron. "You have to learn the techniques of how to beat each new enemy."

And, during the course of the game, the player also gets to mess around with a total of nine different weapons, including laser pistols, laser rifles and even grenades, which can be thrown down corridors and which bounce realistically off the floors, walls and enemies. Sadly, however, there's no lightsabre — why?

"Because you're not a Jedi," explains Daron. "However, that's not to say that this character won't be a Jedi and be able to use a lightsabre in the future."

Ah yes, 'future products'... With Dark Forces LucasArts has developed a very flexible first-person 3D environment with the potential for many and varied spin-offs. One wonders whether we'll ever see the day when this technology will be married to the 3D technology in X-Wing and TIE Fighter to create a Star Wars game in which you could dogfight in space, land on planet and then continue the fight on foot...

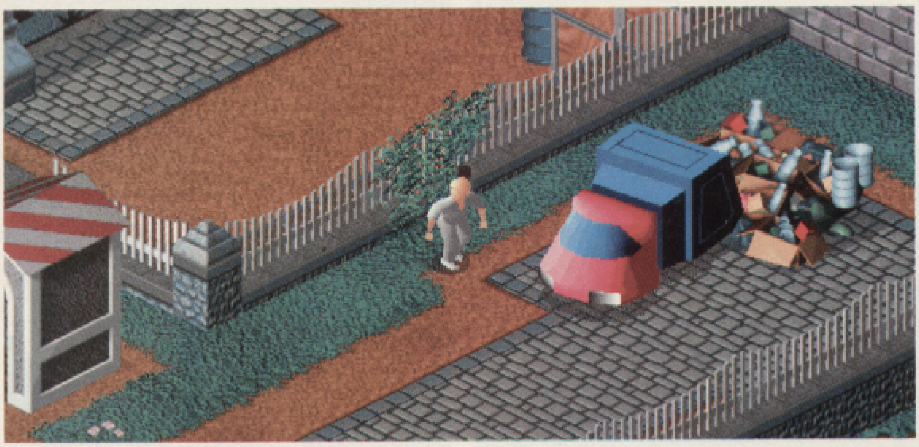
"I think everybody wants to see that happen," says Daron, "including us..."

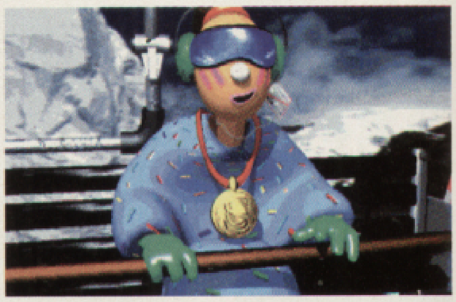
Phwooar — and me!

preview

Yeah, it looks a bit like Alone In The Dark — but it's got these big talking elephants in it. Dean Evans polishes up his French and takes a look at Adeline Software's Little Big Adventure. For God's sake, stop dribbling man...

Little

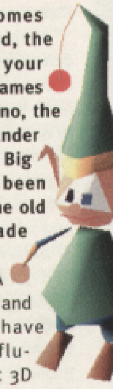




(Left) After escaping from prison by brutally head-butting the guards, Twinsen needs to flee from the scene. As the area is heavily guarded, he now plans to use the old "Let's hide in the back of the garbage truck" ploy.
(Below) Tsch, a world to save and Twinsen goes *skiing*.

GAME	LITTLE BIG ADVENTURE
PUBLISHER	ELECTRONIC ARTS
DEVELOPER	ADELINE SOFTWARE
WORK *STARTED*	FEBRUARY 1993
DUE FOR *COMPLETION*	NOVEMBER 1994

Very rarely, a computer game comes along that looks so damned good, the anticipation of it simply blows your mind. I've seen only three such games this year. The first was DID's superb Inferno, the second, Origin's jaw-dropping Wing Commander 3 and the third is Adeline Software's Little Big Adventure, an isometric-3D game that's been described as a mix of Alone In The Dark, the old Spectrum game KnightLore and the arcade adventure Zelda on the SNES.



As you can see from the screenshots, LBA looks absolutely stunning and the style and feel of the game have been heavily influenced by the classic 3D adventure Alone In The Dark. This, however, is hardly surprising because Adeline Software — a subsidiary of Delphine — employs several former Infogrames programmers, including animator Didier Chanfray, coder Serge Plagnol and lead programmer Frederick Raynal, who all worked on the original Alone In The Dark game.

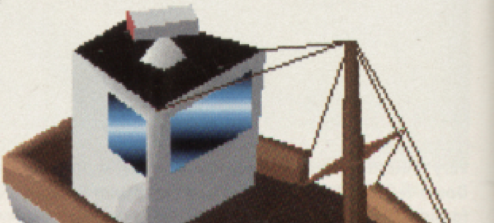
"The game [LBA] takes place over 12 chapters," explains Frederick Raynal, "and each chapter is separated by cinematic sequences generated using 3D Studio and Softimage on Silicon Graphics workstations. There are 40 environments in the game, divided up into 50 explorable buildings and all this is drawn in 640x480 SVGA and in 256 colours.

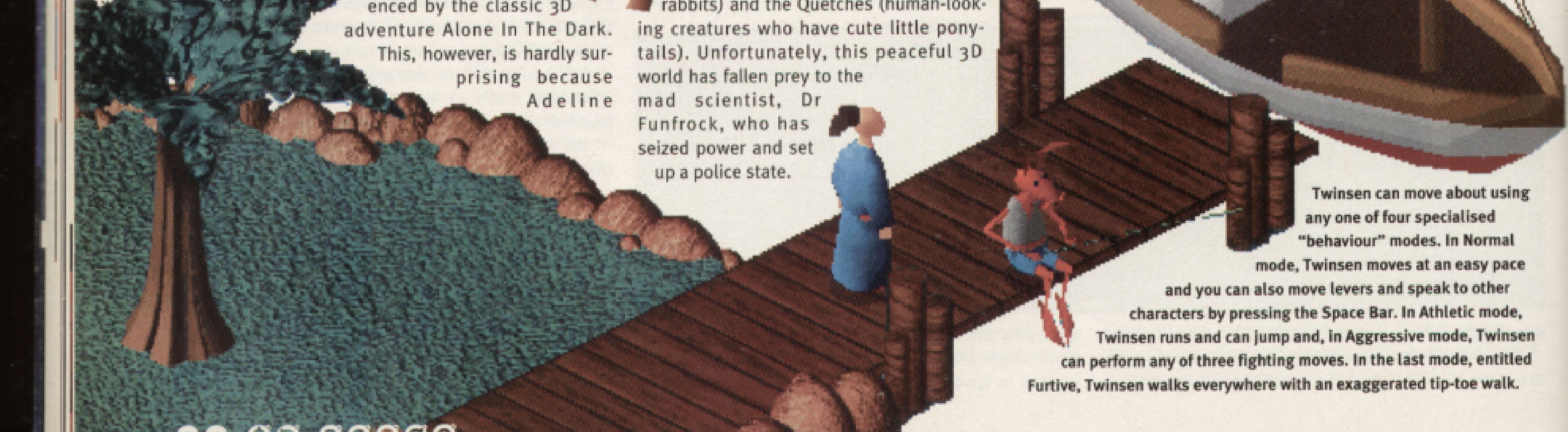
"The interiors of the houses, factories, caves, shops, temples and ruins are all drawn with isometric-3D imagery, as are the interiors of the cities, their surroundings and some areas of countryside. All the other exterior zones are in 3D textured fractal settings and the hero can move around in them as he wishes, either on foot or using a borrowed means of transport."

Set in the distant future, LBA takes place in a world populated by the Grobos (a Dumbo-esque elephant race), the Rabibunnies (big, humanoid-looking rabbits) and the Quetches (human-looking creatures who have cute little ponytails). Unfortunately, this peaceful 3D world has fallen prey to the mad scientist, Dr Funfrock, who has seized power and set up a police state.

But while innocent civilians are accidentally tripping through seventh-floor windows, an unassuming young Quetch called Twinsen is plotting to overthrow the new regime. Twinsen believes that a deity, Sendell, has visited him in dreams and that this deity has urged him to thwart Dr Funfrock's evil plans. But unfortunately, Twinsen has mentioned his revolutionary notions to the locals and the Police have slapped both him and his girlfriend Zoe in jail.

Like any traditional arcade adventure, the aim of LBA is to use Twinsen to explore the various game-world locations, solving miscellaneous puzzles, branching off onto sub-plots, driving different vehicles, talking to characters and, of course, beating up the bad guys and heroically saving the day.

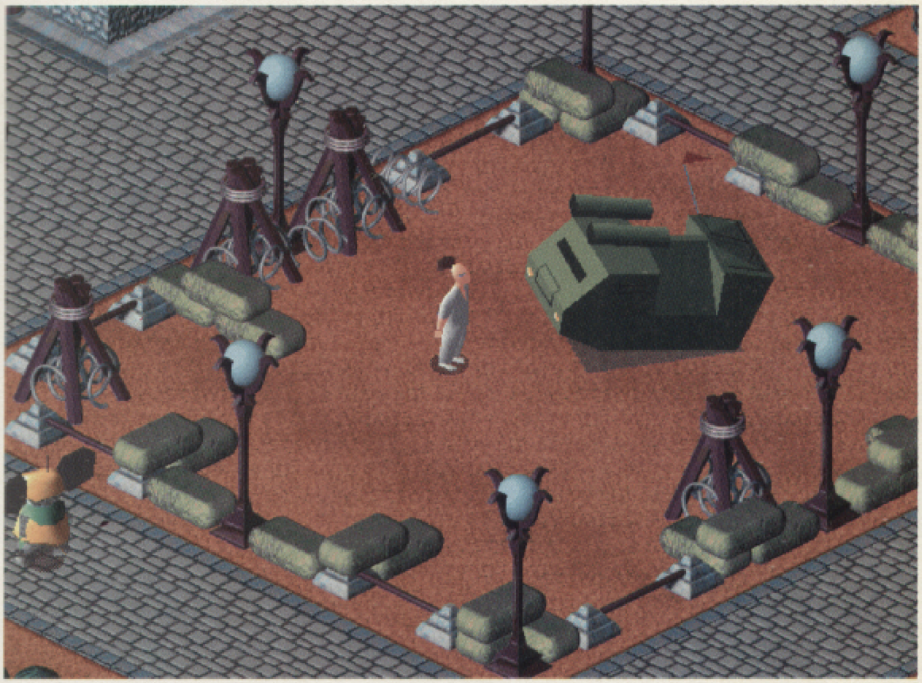


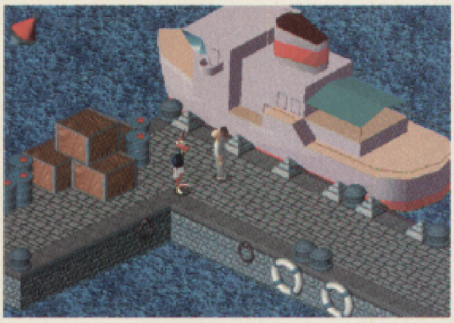


Twinsen can move about using any one of four specialised "behaviour" modes. In Normal mode, Twinsen moves at an easy pace and you can also move levers and speak to other characters by pressing the Space Bar. In Athletic mode, Twinsen runs and can jump and, in Aggressive mode, Twinsen can perform any of three fighting moves. In the last mode, entitled Furtive, Twinsen walks everywhere with an exaggerated tip-toe walk.

Big Man

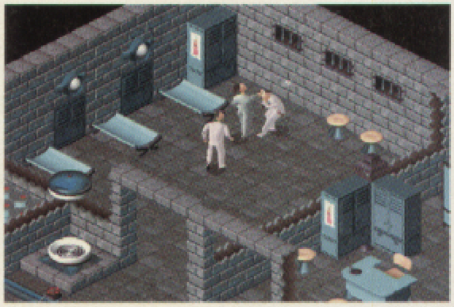
In the town square, Twinsen confronts a hover-tank while a Grobo wanders by bottom left. As you can see the SVGA graphics in Little Big Adventure are absolutely stunning, and all the characters are beautifully animated and Gouraud-smoothed.





(Above) The LBA gameworld is split into two hemispheres, each of which has four major islands. Obviously they can only be reached by boat...

(Below) In the jail, Twinsen has stolen a guard's uniform and indulges in a little mindless violence.

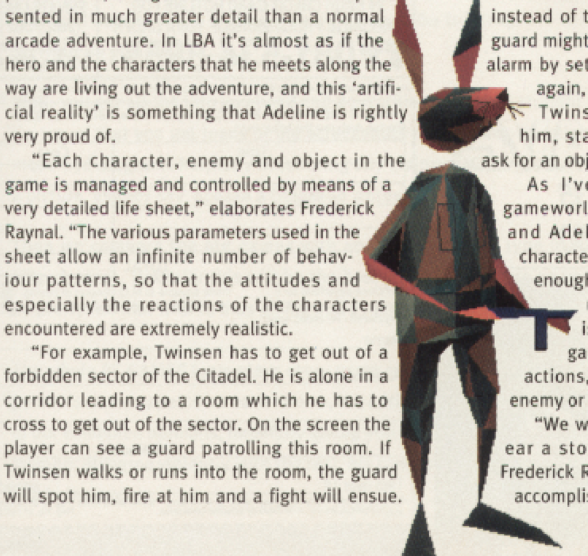


But while the gameplay is fairly conventional, the style and feel of LBA definitely isn't. The depth and complexity of the game make it seem like a sophisticated Alone In The Dark rather than a modern reworking of isometric classics like KnightLore. And with a massive playing area and hundreds of complex game parameters, the game's environment is presented in much greater detail than a normal arcade adventure. In LBA it's almost as if the hero and the characters that he meets along the way are living out the adventure, and this 'artificial reality' is something that Adeline is rightly very proud of.

"Each character, enemy and object in the game is managed and controlled by means of a very detailed life sheet," elaborates Frederick Raynal. "The various parameters used in the sheet allow an infinite number of behaviour patterns, so that the attitudes and especially the reactions of the characters encountered are extremely realistic.

"For example, Twinsen has to get out of a forbidden sector of the Citadel. He is alone in a corridor leading to a room which he has to cross to get out of the sector. On the screen the player can see a guard patrolling this room. If Twinsen walks or runs into the room, the guard will spot him, fire at him and a fight will ensue. However, Twinsen can also enter the room on tiptoe. If he does he won't make any noise and, as long as the player keeps Twinsen behind the guard, the guard won't spot him.

"In this scene the guard's behaviour was defined so that he spots Twinsen if Twinsen makes a noise or is visible within a certain range. Also, instead of taking part in a fight, the guard might also choose to give the alarm by setting off a siren. Then again, he might run away if Twinsen tries to attack him, start a conversation, ask for an object and so on."



As I've mentioned, the gameworld is highly detailed and Adeline claims that the characters in LBA are intelligent enough to adapt to any given situation. Because of this, there is an element of unpredictability in the game — as the world reacts to the player's actions, different players may meet the same enemy or character in different locations.

> "the various parameters used in the game allow an infinite number of behaviour patterns, so that the attitudes and especially the *reactions* of the characters encountered are extremely realistic."
>
> Frederick Raynal,
> Adeline Software

"We were determined to avoid having too linear a storyline for the adventure," explains Frederick Raynal. "Only the main tasks have to be accomplished in a precise order, because events and objects found in the game trigger off other situations. But the player is never blocked or unable to do anything. There are always clues, texts and dialogues that he can refer to."

In any of the locations, Twinsen can use any of four different behaviour 'modes' (Normal, Athletic, Aggressive and Furtive) which allow him to perform various interactive actions like talking, fighting and picking up and dropping objects. These actions are easily accessed via pop-up menus and Adeline have taken great care to minimise the controls, making sure only a small number of keys are employed and that they are easy to use and learn.

Little Big Adventure looks like it's going to be a stunner of a game — the proverbial digital stonker, in fact — when it's finally released by Electronic Arts in November. Telling you any more about the quirky plot and the characters will only spoil it because I think that LBA is a game that you're going to have a lot of fun playing. Remember, half the enjoyment of an arcade adventure is discovering all the little nuances and solving the puzzles for yourself. You don't want some enthusiastic journalist ruining it all, do you? No, I thought not.

VISA

MEGABYTES

COMPUTER SYSTEMS

MasterCard

90, Central Road Worcester Park Surrey KT4 8HU Tel: 081-335- 4224 Fax: 081-715-0914

Soundblaster Pro £58.00

8 Bit Stereo sound card
Panasonic Cd-Rom I/F

Soundblaster Pro 16 £72.00

16 Bit Stereo Sound card
Panasonic Cd- Rom I/F

Media Vision Pro-Sonic 16 £50.00

16 Bit Stereo Sound card
100% Soundblaster Compatible
Panasonic Cd-ROM I/F

CD -Rom Software

Ms Encarta '94	£50.00
Grollier Ver 6	£25.00
Multimedia Beethoven	£42.00
MS Art Gallery	£39.00
7th Guest	£20.00
Lawnmower Man	£17.00
Megarace	£20.00
Microcosom	£17.00
Gabrial Knight	£17.00

We Also supply Motherboards, Hard Drives, Monitors, Cases, Memory Etc i.e.: 340Mb IDE £145.00 420Mb IDE £159.00

Panasonic 562B CD-Rom £105.00

Double speed 300Kbs
Kodak Multi - Session
Complete with Cables and Drivers
As above with 3 CD Titles £129.00

Panasonic 562B Cd-Rom + Soundblaster Pro £162.00

Complete with cables and drivers
Includes Free Cd

Panasonic 562 Cd - Rom + Soundblaster Pro 16 £175.00

Complete with cables and drivers
Includes Free Cd

All prices exclude VAT. Shop Opening Hours 9am-6pm Mon-Sat. Personal Callers Welcome
Overnight Delivery on Hardware £6.95

INTERACTIVE COMPUTER LOVE

ON CD-ROM AND FLOPPY DISK

At last adult entertainment has moved into the "21st Century". Highest quality fully interactive CD Roms. Still and moving images plus ***FULL SCREEN VIDEO MOTION***

CD-ROM TITLES

- **Welcome to the World of Sex -** The hottest girls on fully interactive CD - enjoy the pleasure principle. The ultimate sex experience. Only **£59.95**
- **Private Previews 1** - You're in full control - sexsational action. 10 different full motion video action sequences. Only **£39.95**
- **Private Previews 2** - Zoom in on your favourite bits, 60 minutes of sex. Only **£39.95**
- **Stripot** - Play the cards right and she strips just for you. Only **£29.95**

TECHNICAL NOTE: CD-ROM requires PC with 386 or above and CD-ROM Drive. Floppy Disk requires 386 PC with 3.5 ' Floppy Drive.

WARNING: These computer discs and floppy disks are for adults only. You must be over 18 years old to purchase. When ordering please sign in coupon to that effect.

FLOPPY DISK TITLES

THE PRIVATE COLLECTION

Full screen XXX RATED ADULT images. Choose from theses titles

1. Don't show Mother - **£10**
2. Jungle Fever - **£10**
3. Indian Beauties - **£10**
4. Dutch Goes Floppy - **£10**
5. Jamaican - **£10**
6. Sex 'n' Stuff - **£10**

SAVE!

4 FLOPPY DISKS for £35
6 FLOPPY DISKS for £50

CALLERS WELCOME AT THESE APPROVED STOCKISTS: Mon-Sat. 9.30am-6pm (Fri. 8pm). Price shown is for mail order and callers who present advertisement prior to purchase.

LONDON (Sth). 14 Bourne Rd (Bexley Village) Bexley,
* 19 West Hill, Wandsworth SW18. **BRIGHTON*** 11 Surrey St.
BRISTOL * 76 West Street, Old Market,.
CHELMSFORD* 167 Moulsham St.
CHESTERFIELD 528 Sheffield Rd.
DERBY * 61 Osmaston Road. **LEICESTER** * 116 Granby St.
LIVERPOOL* 63 Moorfields. **LUTON** * 74 Wellington St.
MANCHESTER* 54 Oldham St.
MARGATE * 55 Northdown Rd. **NEWCASTLE** 56 Westmorland Rd.
WOLVERHAMPTON. 17 Broad St.
WREXHAM. 6 Yorke St.

24 HOUR CREDIT CARD HOTLINE FOR IMMEDIATE PROCESSING OF YOUR ORDER
☎ 081-534 8855

PRIVATE LINES
(Dept. PCG2)
34 Upton Lane,
London, E7 9LN.

City Trading Ltd, Regd. Off. Unit 4/6, 2 Faraday Rd, London, E15 4JT. Reg. No. 2174568.

PRIVATE LINES, (Dept. PCG2), 34 Upton Lane, London E7 9LN.
Please rush me the following:

Title	Cost
TOTAL	

I enclose payement for £______ made payable to M.O.Division (If paying by cheque please add your name and address to reverse. Send cash by registered / recorded only).

1996

Name ____________________

Address ____________________

____

____________________Postcode____________________

I am over 18 ____________________signed

Delivery: usually 7 days but please allow up to 28 days. Further offers which may be of interest may be sent to you by other carefully selected companies.
Reg. No. 2174568

reviews

Doom 2, Doom 2, Doom 2 — that's all I ever hear from you these days. If you want to know what we think of it, why not turn the page? Go on, I know you want to...

Reviewed On Disk

BreakThru!	Spectrum Holobyte	50
Brian Lara's Cricket	Audiogenic	61
Clockwiser	Rasputin Software	60
Countdown	Lockton Software	61
The Clue!	Neo Software	48
Colonization	MicroProse	58
Desert Strike	Gremlin Interactive	62
Doom 2	Id Software	40
Fritz Chess	Playtime	44
Manchester United: PLC	Krisalis	64
Master Of Magic	MicroProse	46
System Shock	Origin	66
World War II	Domark	56

Reviewed On CD

Betrayal At Krondor	Sierra	70
Heimdall 2	Core Design	71
PGA Tour 486	Electronic Arts	52
Pinball Dreams Deluxe	21st Century Entertainment	71
Wrath Of The Gods	Maxis	54
Zool 2	Gremlin Interactive	71

HOW WE DO WHAT WE DO...

Everyone at PC GAMES is a complete gaming nut. That's why we know exactly what you want to see in a game review (or so we like to think).

So what do you get?

Well, you get all the info you need and no waffling — we get straight to the point. On top of that you get loads of big screenshots of the game in action, along with maps and diagrams helpfully illustrating any major gameplay features — after all a picture, as they say, speaks a thousand words.

Then we compare the big games with another of similar type in the 'It's A Bit Like...' panel. Typically this will be the best game in its genre so you'll probably be pretty familiar with it, thus giving you a handy point of reference.

The whole PC GAMES team plays every game reviewed and, although only one person's name appears on each review, the criticisms and Overall mark reflect all of our combined opinions, hopefully giving you a balanced view. Should any team member disagree violently with the rest, his comments will appear in a special box in the review.

The coveted PC GAMES STAR

is awarded to any game scoring 90% or over, indicating that the game in question is an essential addition to any gamesplayer's software collection.

All the guff you need to know about who publishes the game, who developed it, its price and when it's due to be released. You even get a contact 'phone number to call if you want more info.

DARK LEGIONS

US Gold/SSI

(021) 625 3388

£35.99 Out Now

Details the minimum machine specification as recommend by the software company, along with how much valuable hard disk space it takes up and what optional peripherals it'll recognise.

MINIMUM SPEC

33MHz 386, VGA, 4Mb RAM, 35Mb of hard disk space and mouse

ALSO SUPPORTS

Joystick; Sound Blaster, Pro Audio Spectrum, Wave Blaster and Sound Canvas soundcards.

The game's good and bad points, which are basically a concise summary of the criticisms made in the main review.

THE GOOD...

- Wonderfully well-animated graphics with lots of variety.
- Excellent sound effects throughout.
- Great fun for anyone who's not a major strategy-head.

...AND THE BAD

- Til you *are* a major strategy-head it might seem a bit low-brow.
- -Two player mode is a little flawed and I can't see it being played over the phone much in this country.

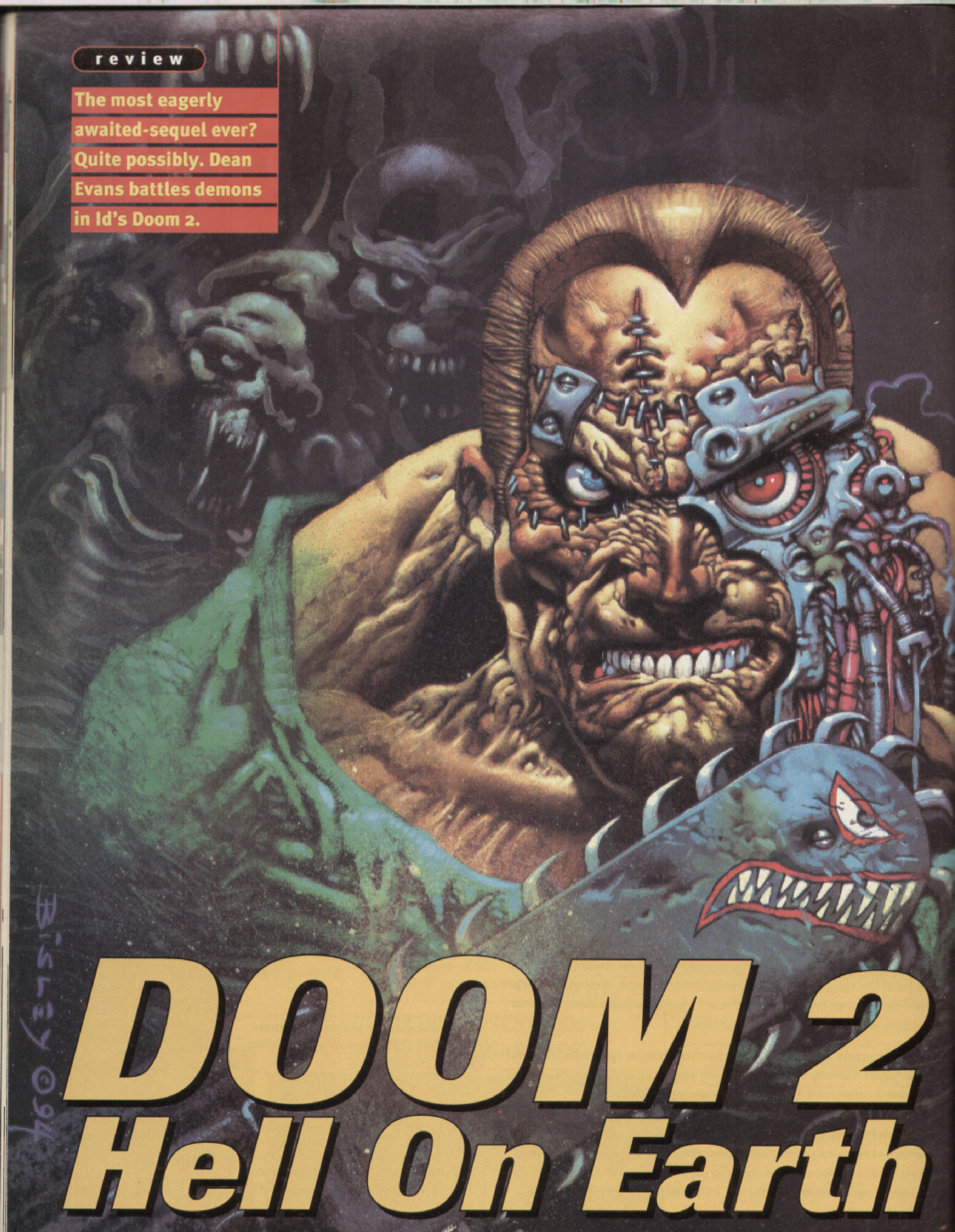
The Overall Score. We don't see any point in ratings for playability and all that other stuff — you get one mark to sum everything up and that's it.

Overall

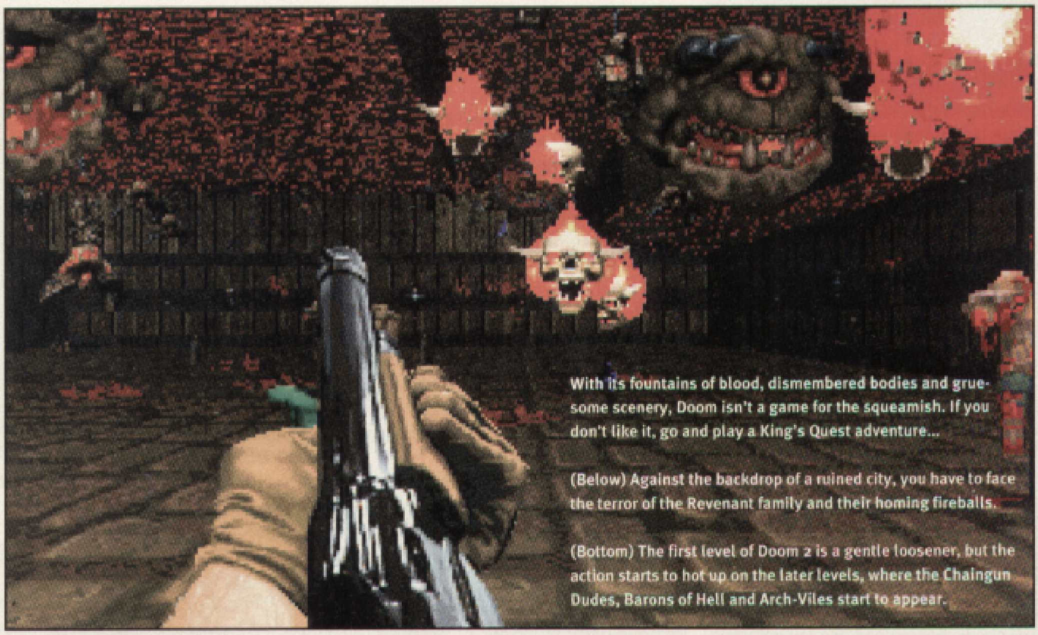
85%

Finally, we have the essential score panel...

The most eagerly awaited-sequel ever? Quite possibly. Dean Evans battles demons in Id's Doom 2.



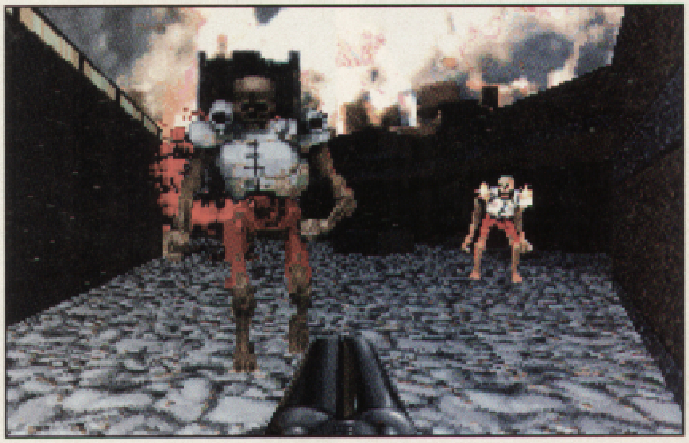
DOOM 2
Hell On Earth

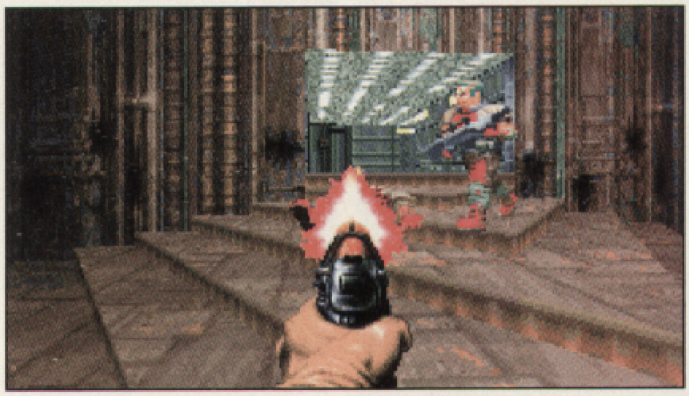


With its fountains of blood, dismembered bodies and gruesome scenery, Doom isn't a game for the squeamish. If you don't like it, go and play a King's Quest adventure...

(Below) Against the backdrop of a ruined city, you have to face the terror of the Revenant family and their homing fireballs.

(Bottom) The first level of Doom 2 is a gentle loosener, but the action starts to hot up on the later levels, where the Chaingun Dudes, Barons of Hell and Arch-Viles start to appear.





At last, after all the speculation and the hype, Doom 2: Hell on Earth has arrived. Like its forefather, it's a fast-moving 3D shoot-'em-up, where you once again run around numerous levels while packing a huge variety of powerful weapons, shooting soldiers, demons and other satanic monstrosities that have been spawned in the armpit of Hell.

Let's get one thing clear from the start, the original Doom was — no, *is* — a fabulous game. Played alone or over a network, there's nothing to beat the excitement of creeping cautiously down dark tunnels, blasting demons as they run out of the gloom. And there's something altogether satisfying about the rattling clatter of the chaingun and the echoing click of a reloading shotgun. Sheer, bloody perfection.

But you probably know all this already. PC owners have played Doom to death, business executives have crashed entire networks because they just can't stop playing four-way Deathmatch games, fans have designed their own level editors, added their own graphic and sound patches and have clogged bulletin boards and Shareware libraries with hundreds upon hundreds of new levels.

But again, you probably know all this already. I guess what you really want to know is the important stuff, like how many new monsters does Doom 2 have? What are the new weapons? Has Id done anything new and exciting with the 3D engine? Well, to put your minds at rest, the answers are "Six", "A double-barrelled shotgun" and "No, not really", in that order.

The plot of Doom 2 — as if anybody really cares — is as straightforward and as bloodthirsty as the first game's. It appears that after returning to Earth at the end of Doom, you discover that the demons have ransacked a nearby city. They have burned the buildings, murdered the inhabitants and have made home-made kebabs out of a family of innocent rabbits.

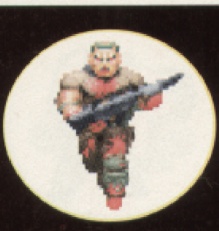
Again your aim is a simple one. You've got to enter the city, drive back the demonic hordes and finally follow them back to the very heart of Hell itself. Of course, it's not going to be easy. The landscape is unfamiliar, the levels are crawling with new monsters and despite the mega-weaponry you finished the first game with, in Doom 2 you have to start over again with a pistol.

At first glance Doom 2 looks exactly the same as Doom versions 1.1 to 1.6 and this feeling is steadily reinforced with glances two, three and four. With glance five, you notice that there is a new weapon and a dumb-looking sergeant carrying a chaingun, and with glances six, seven, eight, nine and finally ten, you realise that, bar five further new bad guys, one new weapon (yes, only *one*) and 30 original levels, Doom 2 isn't really that different at all.

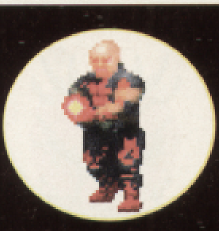
So what exactly *is* new? Well, on a tech-

And your Demon **for the day is...**

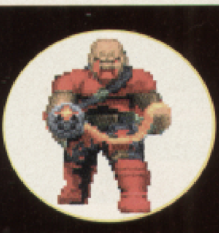
Welcome to Hell, Space Marine. Is it warm enough for you? Great. As you've just moved in, now would be a great time to invite your new neighbours round for a cup of tea, some hot cross buns and some of those little sausages on cocktail sticks. So lay out the tablecloth, spread out the doilies and prepare to meet those guys you love to hate...



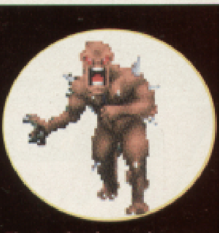
Zombieman is the weakest demon and the falls into the 'Cannon Fodder' category.



Shotgun Guy, as his name suggests, is a guy and he's armed with a shotgun.



Heavy Weapon Dude is one of the new boys. He's slow, stupid, but heavily armed.



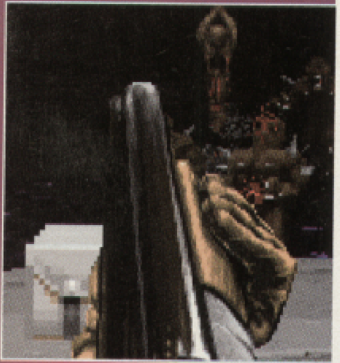
The Imp is a lesser demon who shoots fireballs and tries to rip your eyes out.

New **Weapons**

No.1:

The Double-Barrelled Shotgun

A short-range weapon which fires a spread of deadly buckshot. It's twice as effective as the normal shotgun and is often more powerful than the chaingun.



No.2:

...Er that's it.

nical level Doom 2 is bigger, runs a lot smoother than the original and, Virgin claims, the artificial intelligence of the monsters has been significantly enhanced. In reality this last 'enhancement' boils down to the fact that the nasties move and fire a bit quicker and that, unfortunately, there's lots more of them to contend with.

Doom 2 also features the new Deathmatch 2.0 rules that were implemented in Doom versions 1.4 and above. Doom 2 allows up to eight players to play on a network, subtracts a Frag from your score if you kill yourself (even accidentally) and also allows you to specify object and demon respawning.

In addition to this you can also speed up the monsters so they fire faster and set a time limit on the levels. The last feature is a built-in warp mode which allows you to jump to any level you like from the Doom 2 set-up screen.

Doom 2, like the original, is level-based, but rather than being split into three separate episodes, the game is in one big lump consisting of 30 new levels. Obviously the gameplay — run, shoot, flick switch, push button, run, shoot — is exactly the same and, bar the fact that the bigger weapons, like the BFG 9000 and the plasma gun, are more readily available, it's the new shotgun and the six new monsters that make the game interesting.

The new weapon is the double-barrelled shotgun, a short-range weapon which fires a spread of deadly buckshot. Admittedly it doesn't sound great, but it's a very effective weapon — at times, more powerful than the chaingun and twice as deadly as the normal shotgun.

The only drawback is its slow reload rate, but if you catch a demon at close range you can literally blow it half-way across the room. Hell Barons (those Minotaur things) take only a couple of shotgun blasts to kill and Tomato Heads (the big red Cacodemons) blub and ooze green gunk after only two.

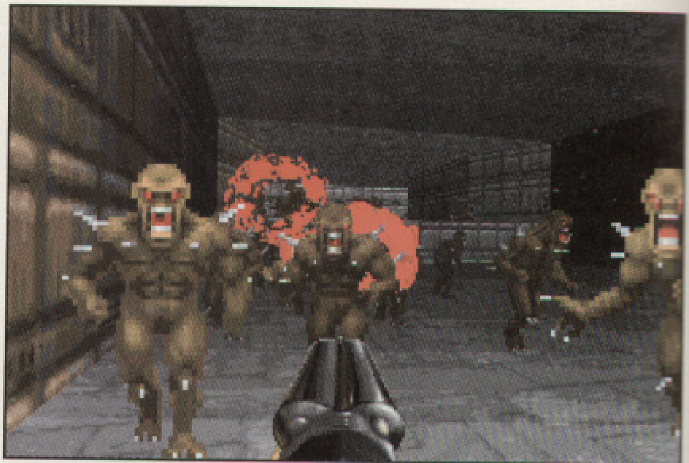
But If I can't hide my disappointment about the lack of exciting new hardware, the new monsters do make up for things a bit. The Heavy Weapon Dude is slow, stupid and easily dispatched with a quick blast from the shotgun, but the Mancubus, the Hell Knight, the Pain Elemental (spits Lost Souls at you), the Revenant (fires shoulder-launched homing missiles), the Arch-Vile (conjures fire from the depths of Hell) and the Arachnotron (little baby spider that fires plasma bolts) are a different kettle of Halibut altogether.

Even though you have regular access to the bigger weapons, these new bad guys are much, much harder to kill. There is often a genuine sense of fear when you encounter a room full of Revenants because, not only do they fire heat-seeking missiles at you (so there's no hiding around corners now, I'm afraid), when they get close enough they try to beat you to a pulp with their bony fists.

The new monsters also have some nice details. For example, the fat, waddling Mancubus shouts "Momma" (or something very similar), the Pain Elementals explode when they die and release four very angry Lost Souls, while the Arch-Vile has this annoying habit of resurrecting demons you've just killed.

And, of course, Doom 2 wouldn't be complete without the big Spider Mastermind and that big Cyberdemon with the rocket launcher arms. Both of the old, end-of-level bosses make minor cameo appearances in Doom 2 and they do a great double act on Level 8 that is very difficult to overcome.

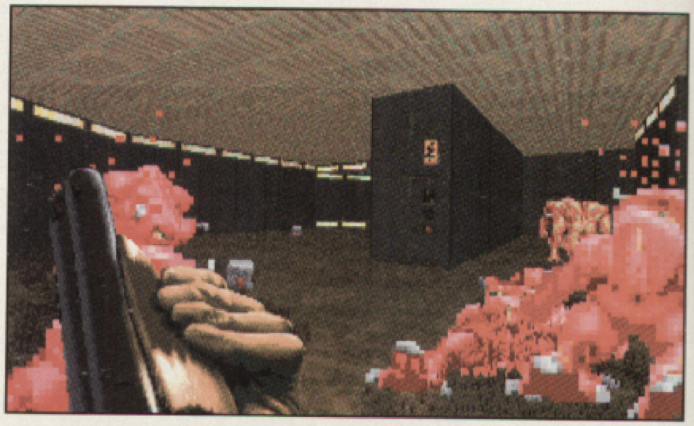
But, to be honest, I find Doom 2 massively disappointing. It's a good

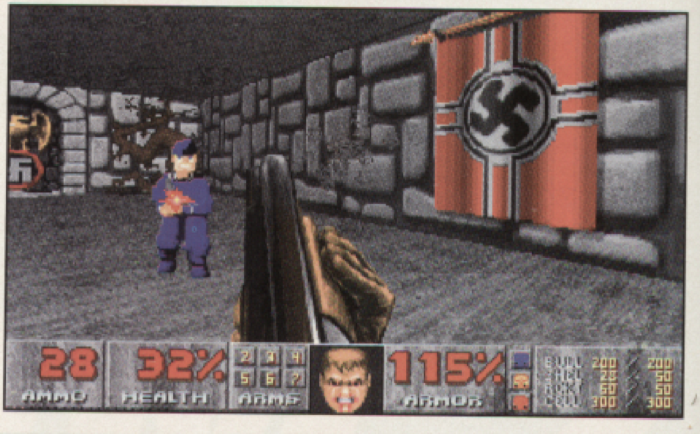


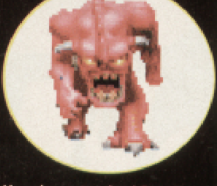
(Above) Doom 2's answer to enhancing the difficulty level is to throw lots and lots of demons at you at once. It's certainly challenging, but it's hardly very creative.

(Below) When you just want to shoot and go, the double-barrelled shotgun is very effective.

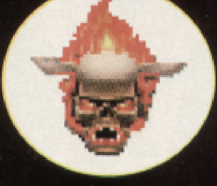
(Bottom) Doom 2 has two secret levels based on Id's old Wolfenstein game. The Nazis shout in German and it makes a refreshing change from killing Hellspawn. Ah, nostalgia...



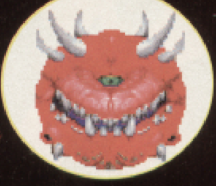




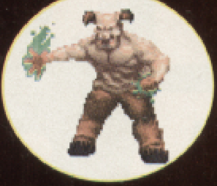
Your bog-standard Demon doesn't fire anything. It just tries to bite your head off.



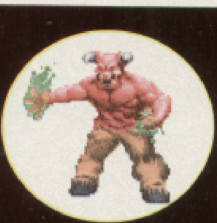
The screeching Lost Soul is small and deadly but no match for a shotgun blast.



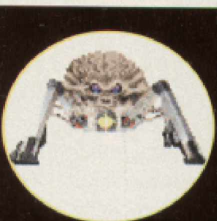
The Cacodemon, or Mr Tomato Head as we call him, flies and fires bolts of flame.



The Hell Knight was the big badass from the first game. He shoots green fire at you.



The Baron of Hell is bigger and deadlier than the Hell Knight. Nice tan, though.



The Arachnotron is the baby spider — a cute, blue-eyed bug that fires plasma bolts.

500 Levels For A Tenner

If you're looking for a new Doom challenge and you don't want to wait for Doom 2 to appear, there are literally hundreds of original scenarios and levels lurking on bulletin boards across the country.

BBS systems like CIX and Compuserve have huge libraries of original **WAD** files, but if you haven't got a modem don't worry because you can now buy extra levels, new sounds, new graphics and even the Doom level editors from your local Shareware library.

If you're interested in level editors, additional levels and some of the sound and graphics patches for Doom — i.e. Aliens sound effects, transform your Imps into Pacmen, etc — try contacting PD Selections on (0474) 325802 or (0474) 331191. If you have a CD-ROM drive you can even get a 500-Level CD plus numerous editors, utilities and patches for a mere £10. Bargain.

game, certainly, but while it retains the same high standards set by the original, it does nothing vaguely inventive enough or indeed exciting enough to warrant the excessively high price tag that's been slapped upon it. In fact, I can't seem to shake the feeling that the whole thing is a rip-off.

At £35+, I'd feel cheated and disappointed if I'd bought Doom 2. If it had been priced at a reasonable £15.99 or even at £20, then maybe it would score in the 90s. But, in my opinion, Doom 2 is little more than an overpriced data disk and, despite the hype and the media frenzy, this is all it will ever be.

Everyone that I've shown the game to here in the office has shrugged their shoulders, asked "Is that it?" and wandered away, unimpressed. Even if you persist and play through the levels, after the novelty of the new monsters wears off you've got a game on your hands that could easily be Doom 1.7 running an extra WAD file.

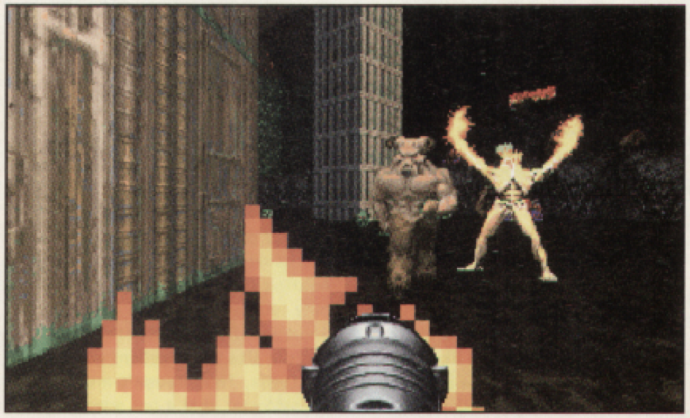
And this is primarily the problem. I don't blame Id for not changing the engine, but Doom 2 is lacklustre and completely uninspired. Apart from the six new shapes to blast and the double-barrelled shotgun, there's nothing in Doom 2 that you can't get with a good level editor like DoomEd, a copy of Doom 1.4 and a shareware WAD pack.

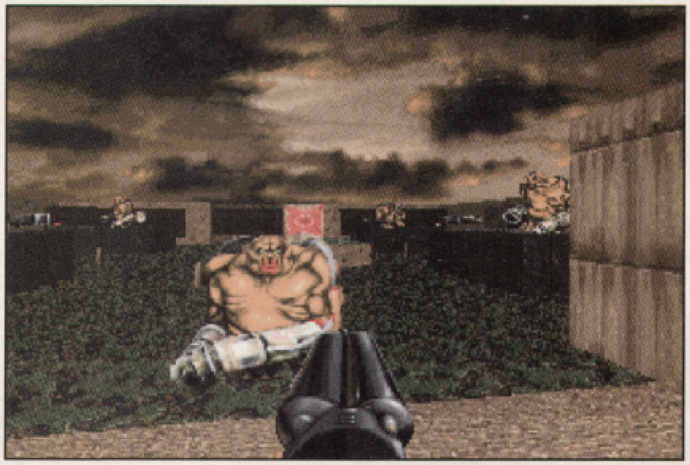
Id has missed a great opportunity to produce a much better and more exciting sequel. Doom 2 could have had some more weapons like flame-throwers, grenades and laser rifles. If it's set on Earth why aren't there a few civilians wandering around, who must be kept alive or you won't be able to finish the level? A few vehicles would have livened the game up immensely. Imagine firing a chaingun at an Imp who's riding straight at you on a Harley, or driving around an open plain in a tank...

What's lacking in Doom 2 is some imagination. Most of the levels are nicely designed — if a little too reliant on hidden teleports, false walls and switches — and the new monsters are fun for a while, but, when you strip away the frills, it's just the same old game with a some new backgrounds and some different sound samples. The difference this time is that Id is charging you more than £5 for the privilege of playing it.

But despite my misgivings, Doom 2: Hell on Earth is still a good game and the new monsters provide a much tougher challenge than the old Imps, Cacodemons and Lost Souls. At times, however, Doom 2 is quite impossible and when the game tries to overwhelm you with sheer numbers, the gameplay becomes a little tired and uninspiring. But the new shotgun is an improvementt — particularly in Deathmatch — and with 30 levels to overcome, Doom 2 should keep you occupied for ages.

It's a nice game, but let's have a little more creativity in the next one, okay guys?





(Top) The Arch-Vile conjures hellfire from the very depths of Hell and then expertly chucks it at your head. If you're hit by a bolt of fire, the resulting explosion will blast you backwards..

(Above) The Mancubus looks sceptical as I tell him about losing weight on the Slim Fast plan.

It's a bit like...

...The first Doom. Obviously, it's a lot like the first game and, bar the six new monsters, the shotgun and the new musical score, it's not much of an improvement. However, you can buy the first nine levels of the original Doom for less than £5, so if you haven't played Doom before (where have you *been*) and want to try Doom before you buy, contact a Shareware library for details.

DOOM 2: HELL ON EARTH

Virgin/Id Software

(081) 960 2255

£TBA October 10th

MINIMUM SPEC

25MHz 486, VGA, 4Mb RAM and 15Mb of hard disk space.

ALSO SUPPORTS

Ad Lib, Sound Blaster, Pro Audio Spectrum and Gravis Ultrasound soundcards

THE GOOD...

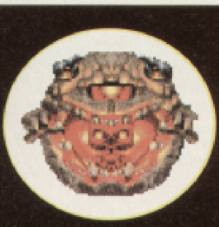
- Six new monsters, one new weapon and 30 difficult levels to battle through.
- Improved Deathmatch rules and a new eight-player network mode.
- The last level is almost impossible to complete.

...AND THE BAD

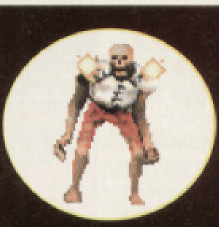
- Often tries to swamp you with sheer numbers rather than with any thought and inventiveness.
- There's nothing new or innovative in the gameplay.
- The cheat codes still work.

Overall

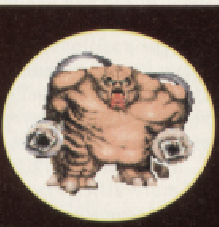
81%



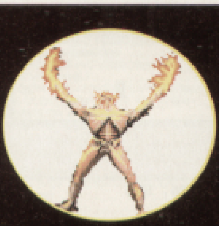
The Pain Elemental coughs and spits Lost Souls. Harder to kill than the Cacodemon.



The Revenant has shoulder pads that fire homing rockets. It also loves a punch-up.



He's fat, he's round, he bounces on the ground... the Mancubus is slow but nasty.

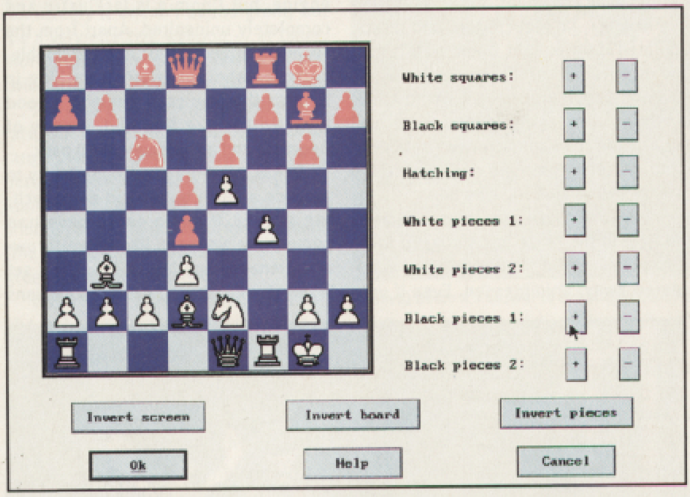


The Arch-Vile is a human Zippo lighter who also has a talent for raising the dead.

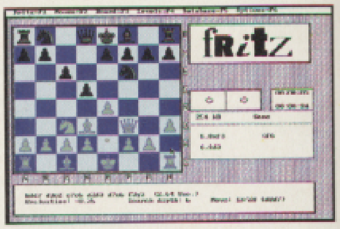
review

Fritz Chess

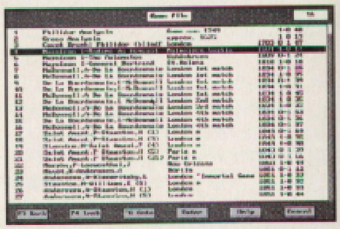
The classic boardgame returns to the PC in what, so Chessbase claims, is its most powerful computerised incarnation yet. And Alex Fraser agrees...



Ah yes, King to Bishop-three... My game, I think, Mr Bond...



Fritz Chess lets you change the colours.



The database is an excellent learning aid.

Chess programs fall into two categories: the pretty and the powerful. The pretty ones, like Battle Chess and ChessManiac One Billion & One, for example, use up megabytes of disk space for animations of dancing slavegirls and petulant bishops. They do their best to play Chess, but they're a bit of a joke if you're a half-way decent player. These programs are essentially designed to keep you feeling good about your computer. Yes, it was worth buying that 16Mb graphics card, wasn't it? And so on...

The powerful ones play Chess. Most of these programs are not widely sold because the skills required to create a top-notch Chess program have little in common with those required to create animated porn in 256 colours.

Fritz Chess falls unashamedly into the plain but powerful category. The game engine has been around since 1991 and is used by most professional players as an analytical aid. It's also compatible with ChessBase, an essential program for serious players that allows you to play and analyse all the recently recorded games from tournaments and championships.

If you have a powerful desktop machine with loads of disk space and want colour, reasonable playing strength, and all the bells and whistles, you should probably consider ChessMaster X. But there are circumstances where a program like Fritz can be totally invaluable. These are:

(a) You have limited disk space (on a portable, perhaps). Fritz takes up less than 500K — it doesn't even need a hard disk.

(b) You have an old machine: Fritz supports EGA and even, if you're a real Luddite, CGA; It's strong enough to give you a good game on a 286.

(c) You have a mono VGA display: Fritz's mono display is extremely clear and easy to stare at for hours, and it's particularly suited to mono LCD screens.

(d) You're a serious chess player.

This last point is the nub of the matter. Fritz plays very strong Chess indeed and its recent incarnations are regularly beating Grandmasters, especially in blitz tournaments (both Kasparov and Short were Fritzed earlier this year).

Fritz also has excellent game analysis tools. That doesn't mean, as in ChessMaster, that it has a wonderful AI program that says things like 'You shouldn't have put that pawn there, old chum'. Instead, it comes with a database engine (and over 500 classic games) which, when allied with its openings classifications system, allow you to study the game very seriously.

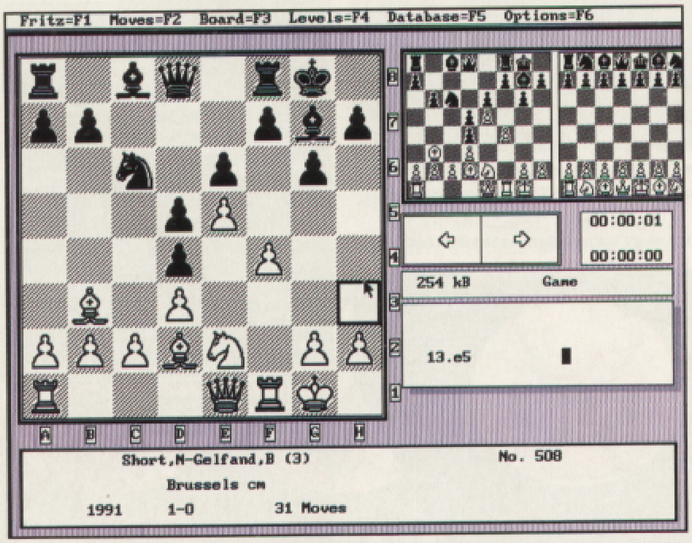
Fritz will, for example, classify your current opening variation and then tell you how many similar variations it has in its database and what your score is against the computer using that opening (if you've saved your games).

Fritz also allows you to play and store variations as you go, returning to the main game when you've finished. Combined with a strong openings library (extensible through add-ons; you get a general openings library and a specialised French Defence one with the game), the ability to store annotations, and a separate board window for variations, this is a very strong feature.

Finally, Fritz is very efficient at all the other things you might want it to do with Chess pieces: solve for mate, analyse positions, print boards and games (though the print engine is rather slow and there are limited drivers available), set different playing strengths (by play search, for example, or by time).

It does all this with far less fuss, and far more efficiency, than any of its flashier competitors. It even keeps track of the current game without you having to save it, and then boots up where you left off.

In Short, this is a true Chessplayer's Chess program. Its playing strength depends largely on the machine you're using but, unless you're playing on something from the Pliocene, it will deliver an ELO rating well over 2000. And if it's good enough for Grandmasters, it's probably good enough for you...



Short,M-Gelfand,B (3) No. 508
Brussels cm
1991 1-0 31 Moves

Fritz Chess in all its glory. It's Chess, basically.

Fritz Chess

PLAYTIME/CHESSBASE

(0274) 503924

£39.99 OUT NOW

MINIMUM SPEC

16MHz 286 and CGA.

ALSO SUPPORTS

Mouse.

THE GOOD...

- Excellent playing strength.
- Extendable thanks to its add-on game databases.
- Serious tool for Chess analysis and practise.
- Probably the best dedicated Chess program at the price.

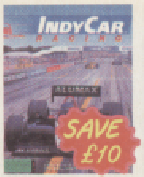
...AND THE BAD

- Limited printer support.
- No fancy graphics or sound.

Overall

88%

DOOM
24.99



INDY CAR RACING
19.99

theme PARK
SAVE £16

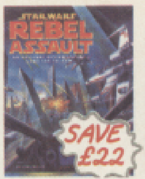
THEME PARK
28.49

PREMIER MANAGER 2
SAVE £27

PREMIER MANAGER 2
7.99

SPACE LEGENDS
SAVE £25
WING COMMANDER
MEGATRAVELLER
& ELITE PLUS

SPACE LEGENDS
9.99



REBEL ASSAULT
27.99

SAM 'N' MAX
25.99

DOOM 2
30.99

MANAGER
SAVE £13
CHAMPIONSHIP
MANAGER 93/94
+DATA DISK

CHAMP. MGR COLL
13.99

X-WING
SAVE £26

X -WING
19.99

SPORTS
SAVE £25
PGA GOLF, INDY 500
ADVANTAGE TENNIS
& EURO CHAMPS '92

SPORTS MASTERS
9.99

TIE FIGHTER
SAVE £20

TIE FIGHTER
29.99

SAVE £18
OUTPOST

OUTPOST
31.49 .

SAVE £23
Killing Moon

UNDER A KILLING MOON
36.49

IMPORTANT - PLEASE NOTE

C = CGA (Colour Graphics Adaptor)
E = EGA (Enhanced Graphics Adaptor)
V = VGA (Video Graphics Array) SV = Super VGA
SV = Super VGA 286/386 = Min machine requirement
• = NEW Item MB = Minimum requirement of RAM
HD = High Density DUAL = 3.5" & 5.25" disks included

PC GAMES 3.5" DISK

A-TRAIN E/V/386	10.99
A320 AIRBUS (USA) V/256C/386	14.99
ACROSS THE RHINE V/386 •	28.49
AL-QADIM: GENIE'S CURSE V/256C/386 •	23.99
ALONE IN THE DARK 2 V/386/2MB	25.49
AWARD WINNERS GOLD (SENSIBLE SOCCER, ELITE, ZOOL JIMMY WHITES SNOOKER) V/386	23.49
BATTLE ISLE 2 V/386	23.99
BENEATH A STEEL SKY V/386	25.99
CANNON FODDER V/386	23.49
CHAMPIONSHIP MANAGER 93/94 (END OF SEASON DATA DISK)	13.49
CHAMPIONSHIP MANAGER 93/94 V/386	9.99
CHAMPIONSHIP MANAGER COLLECTION (93/94 + UPDATE DISK) V/386	13.99
CHAMPIONSHIP MANAGER ITALIA 93/94 V/386	19.49
CIVILISATION E/V/286	17.99
CLUB FOOTBALL - THE MANAGER V/386	23.49
COLONIZATION V/386/4MB •	28.49
D-DAY (IMPRESSIONS) V/386	23.99
DAVID LEADBETTER'S 3D GOLF V/256C/386/2MB	13.99
DAY OF THE TENTICLE V/256C/286	27.49
DESERT STRIKE V/386	21.49
DETROIT V/386	23.49
DOOM (GAME OF THE YEAR) V/386/4MB	24.99
DOOM DATA DISK VOL 1 V/386/4MB •	9.99
DOOM DATA DISK VOL 2 V/386/4MB •	9.99
(ORIGINAL DOOM REQUIRED FOR DATA DISKS)	
DOOM 2 - HELL ON EARTH V/386/4MB	30.99
DUNE 2 - BATTLE FOR ARRAKIS H/D V/286	15.49
DUNGEON MASTER 2 V/386/2MB •	28.49
ELITE 2 (FRONTIER) H/D E/V/386/2MB/NDS	19.99
ELITE PLUS E/V/286	9.99
EYE OF THE BEHOLDER (SSI) E/V/286	12.49
EYE OF THE BEHOLDER 2 V/256C/286	12.49
EYE OF THE BEHOLDER 3 V/256C/386/2MB	25.99
F14 FLEET DEFENDER V/386/4MB	27.99
FABLES & FIENDS PART 2 V/256C/386	25.99
FIELDS OF GLORY V/256C/386/2MB	17.99
FIFA INTERNATIONAL SOCCER V/386 •	25.99
FLIGHT SIMULATOR 5 E/V/SV/386/1MB	30.99
FLIGHT SIM TOOL KIT - WORLD WAR 2 (WINDOWS V3) V/386 •	12.99
FLIGHT SIMULATOR 5 DATA DISK-SAN FRANCISCO	19.99
FORMULA 1 GRAND PRIX V/286/1MB	27.99
GOAL V/286	7.99
GRAHAM GOOCH WORLD CLASS CRICKET H/D V/286	21.99
GREAT NAVAL BATTLES 2 V/386/2MB	25.99
GUNSHIP 2000 V/286	24.99
HEIMDALL 2 - BANE OF ASGARD V/386/2MB	23.99
HEXX V/386 •	17.99
INDIANA JONES FATE OF ATLANTIS ADVENTURE V/256C/386	24.99
INDY CAR RACING H/D V/386/2MB	19.99
INDY CAR RACING TRACK DATA DISK H/D V/386/2MB •	13.99
INFERNO V/486/4MB •	28.49
ISHAR 2 - LEGIONS OF CHAOS V/256C/286	11.49
ISHAR 3 V/386	21.49
JUNGLE STRIKE V/386	21.49
JURASSIC PARK H/D V/386/2MB	12.99
KICK OFF 3 V/386 •	19.49
KINGPIN V/386 •	12.99
KNIGHTS OF THE SKY C/E/V/286	12.49
LEATHER GODDESSES OF PHOBOS 2 E/V/286	11.99
LEISURE SUIT LARRY 3 E/V/386	11.49
LEISURE SUIT LARRY 6 V/386/2MB	25.99
LEMMINGS C/E/V/286 (DUAL)	10.99
LEMMINGS 2 H/D V/286	9.99
LINKS 386 PRO H/D V/256C/SV/386/2MB	28.99
LORDS OF MIDNIGHT V/386/2MB	25.99
LORDS OF THE REALM V/386 •	23.99
LOST VIKINGS V/256C/386	20.99
MAN UTD PREMIER LEAGUE CHAMPIONS V/386	19.49
MASTER OF MAGIC V/386 •	28.49
MASTERS OF ORION V/386/2MB	28.49
MAXIMUM OVERKILL V/386/4MB	18.99
MONOPOLY E/V/286	22.49
MORTAL KOMBAT V/386	20.99
ON THE BALL - LEAGUE EDITION V/386	21.49
ON THE BALL - WORLD CUP EDITION V/386 •	21.49
OUT POST V/256C/486 •	25.99
OVERLORD V/486	28.49
PACIFIC AIR WAR - 1942 V/386/2MB	28.49
PACIFIC STRIKE V/256C/486/4MB	30.99
PATRIOT V/386/4MB	24.99
PINBALL DREAMS 2 V/386 •	14.99
PINBALL DREAMS H/D V/386	22.99
PINBALL FANTASIES H/D V/386	22.99
PIRATES GOLD V/256C/386	28.49
PLANET FOOTBALL V/386 •	24.99
POLICE QUEST 3 E/V/386 •	12.99
POPULOUS & SIM CITY C/E/V/286	18.99
POPULOUS 2 V/286	11.99
PREMIER MANAGER H/D V/286	9.49
PREMIER MANAGER 2 V/386	7.99
PRIVATEER H/D V/256C/386/4MB/NDS	30.99
PRIVATEER MISSIONS - RIGHTEOUS FIRE V/386/4MB	15.49
PRO TENNIS TOUR 2 E/V/286	9.99
PROJECT X V/386 •	15.99
RAILROAD TYCOON DELUXE V/SV/386	25.99
RAILROAD TYCOON E/V/286	7.99
RALLY V/386	21.99
RAVENLOFT V/386/2MB	28.99
REACH FOR THE SKIES V/286	11.99
RETURN TO ZORK V/386/NDS	23.99
ROBINSONS REQUIEM V/386	21.49
RORKE'S DRIFT E/V/286	8.99
RULES OF ENGAGEMENT 2 V/286/2MB	26.49
SAM & MAX HIT THE ROAD V/386/2MB	27.49
SCRABBLE (US GOLD) E/V/286	20.49
SEAL TEAM V/386	13.99
SECRET OF MONKEY ISLAND H/D V/256C/286	12.49
SECRET OF MONKEY ISLAND 2 V/256C/286	23.99
SENSIBLE SOCCER V/256C/286	11.99
SENSIBLE SOCCER - INTERNATIONAL EDITION V/386	15.49
SETTLERS E/V/286	23.99
SILENT SERVICE 2 E/V/286	13.49
SIM CITY 2000 SV/386/4MB	25.99
SIM CITY 2000 SCENARIOS VOL 1 •	11.99
SIM CITY DELUXE (SIM CITY, FUTURE CITIES & TERRAIN EDITOR) E/V/286	15.99
SIMON THE SORCERER H/D V/256C/386	23.99
SLEEPWALKER V/286	8.99
SPACE FEDERATION V/386 •	25.99
SPACE HULK H/D V/386	28.49
SPACE LEGENDS (WING COMMANDER, MEGATRAVELLER, ELITE PLUS) H/D E/V/286	9.99
SPACE QUEST 3 E/V/386 •	12.99
SPEAR OF DESTINY V/256C/386	11.49
SPEEDBALL 2 V/286	8.99
SPORTS MASTERS (PGA GOLF, INDY 500, ADVANTAGE TENNIS, EUROPEAN CHAMPIONSHIP'S 1992) E/V/386	9.99
SSN SEAWOLF V/386/4MB	28.49
STAR TREK - 25TH ANNIVERSARY E/V/256C/286	17.99
STAR TREK 2 - JUDGEMENT RITES V/256C/386	28.49
STARLORD V/386/2MB	28.49
STREETFIGHTER 2 V/256C/286/1MB	11.49
STRIKE COMMANDER V/256C/386/4MB	30.99
SUB WAR 2050 V/386	28.49
SUBWAR 2050 DATA DISK •	14.99
SYNDICATE V/256C/386/4MB	27.99
SYNDICATE DATA DISK	14.99
T2 (COIN OP) V/386	16.99
TACTICAL MANAGER - ENGLISH LEAGUE E/V/386	23.49
TFX V/386/2MB	28.49
THE BLUE & THE GREY V/286	23.99
THE GREATEST (SHUTTLE, LURE OF THE TEMPTRESS, DUNE) E/V/386	14.99
THE HORDE V/386 •	25.99
THEME PARK V/386/4MB	28.49
TIE FIGHTER V/486/4MB •	29.99
TORNADO V/386/1MB	25.99
TRIVIAL PURSUIT DELUXE E/V/286	11.49
UFO - ENEMY UNKNOWN V/386/4MB	27.99
ULTIMA 6 C/E/V/286	11.49
ULTIMA 8 - PAGAN V/386/4MB	30.99
ULTIMA UNDERWORLD 2 V/256C/386/2MB	20.99
WING ARMADA V/386/2MB	23.49
WING COMMANDER 1 V/286	11.49
WING COMMANDER 2 + SPEECH ACCESSORY PACK V/386/2MB	25.99
WOLFSTEIN 3D V/386	15.99
WORLD CUP USA 94 V/386 •	21.99
WORLD CUP YEAR 94 (GOAL, CHAMPIONSHIP MANAGER 94 + DATA DISK, STRIKER, SENSIBLE SOCCER) V/386	23.49
X-WING H/D V/256C/386	19.99
X-WING DATA DISK (B-WING)	16.49
X-WING DATA DISK (IMPERIAL PURSUIT)	15.49

PC EDUCATION 3.5" DISK

10 OUT OF 10 - DINOSAURS. ALL AGES, DISCOVER ALL ABOUT DINOSAURS THE FUN WAY. V/286/1 MB	19.99
10 OUT OF 10 - ENGLISH. AGES 6-16, COVERS MAJOR AREAS OF THE NATIONAL CURRICULUM V/286/1 MB	19.99
10 OUT OF 10 - FRENCH. AGES 8-16, COVERS MAJOR AREAS OF NATIONAL CURRICULUM ATTAINMENT TARGETS 3&4. V/286/1 MB	19.99
10 OUT OF 10 - MATHS NUMBERS. AGES6 TO 16, COVERS MAJOR AREAS OF NATIONAL CURRICULUM. V/286/1 MB	19.99
ADI GCSE ENGLISH PACK (14-16 YRS). DOUBLE AGE GROUP PACK. E/V	23.99
ADI GCSE FRENCH PACK (14-16 YRS). DOUBLE AGE GROUP PACK. E/V	23.99
ADI GCSE MATHS PACK (14-16 YRS). DOUBLE AGE GROUP PACK. E/V	23.99
FLYING FINGERS KEYBOARD TUTOR E/V	25.99
FUN SCHOOL 4 (5-7 YRS) C/E/V	17.99
FUN SCHOOL 4 (7+ YRS) C/E/V	17.99
FUN SCHOOL SPECIAL - MERLIN'S MATHS (7-11 YRS) C/E/V	17.99
MICRO FRENCH. BEGINNER TO GCSE. CONFORMS TO N/C. C/E/V/286/640K	19.99
MICRO MATHS. 11 YRS TO GCSE. CONFORMS TO N/C. C/E/V/286/640K	19.99
MICRO SPANISH. BEGINNER TO GCSE. CONFORMS TO N/C. C/E/V/286/640K	19.99
MUTANOID MATHS CHALLENGE. THE FUN WAY TO LEARN MATHS E/V/386	15.99
MUTANOID WORD CHALLENGE. THE FUN WAY TO LEARN WORDS AND SPELLING E/V •	15.99
NODDY'S BIG ADVENTURE. SEQUEL TO THE POPULAR NODDY'S PLAYTIME SERIES. (V256/286/640K)	22.99
NODDY'S PLAYTIME. SUPERB NODDY THEMED EDUCATIONAL ADVENTURE. SUITS AGES 3+. E/V256/286/640K	22.99
STORYBOOK WEAVER (EDUCATIONAL AND CREATIVE WRITING TOOL USINGPICTURES, SOUNDS & SONGS E/V	18.99

PC APPLICATIONS 3.5" DISK

AUTOROUTE EXPRESS FOR DOS. DETAILED MAP SYSTEM, ALLOWING YOU TO FIND YOUR WAY ANYWHERE IN THE UK VIA THE QUICKEST, CHEAPEST OR SHORTEST ROUTE. E/286/HD	69.99
BBC GARDENERS WORLD 3D GARDEN DESIGNER E/286	15.99
MICROSOFT PUBLISHER 2.0 FOR WINDOWS. FULLY FEATURED DTP PACKAGE WITH EASY TO UNDERSTAND MENUS AND TOOLS.WIN/286/4MB/HD	84.99
MS-DOS 6.22 UPGRADE. LATEST VERSION OF MICROSOFT DOS - THE WORLDS MOST POPULAR OPERATING SYSTEM.	49.99
QEMM V.7 GAMEPAQ. MEMORY MANAGEMENT SOFTWARE FOR DOS AND WINDOWS. FREES UP MEMORY FOR RUNNING GAMES AND WINDOWS. THIS SPECIAL PACK ALSO INCLUDES PRIVATEER AND SHADOWCASTER (WHILE STOCKS LAST) V/386/4MB •	69.99
VIRUS KILLER PROFESSIONAL COMPREHENSIVE ANTI-VIRUS SOFTWARE FOR THE PC, DETECTS AND REMOVES VIRTUALLY ALL KNOWN VIRII, RECOVERS DATA LOST THROUGH VIRUS ATTACK. E/286/1MB	19.99

PC CD ROM SOFTWARE

RATED 18? WE HAVE RULES - PLEASE ASK

11TH HOUR (RATED 18) V/256C/486/4MB	36.99
7TH GUEST V/256/386/2MB	31.49
AL-QADIM: GENIE'S CURSE V/256C/386	24.49
ARCADE POOL V/386	9.99
BATTLE ISLE 2 V/386/4MB	28.99
BATTLES OF TIME (PERFECT GENERAL, BATTLE ISLE, FIRST SAMURAI, MEGA LO MANIA) V/386	22.99
BENEATH A STEEL SKY V/256C/386	27.99
BUZZ ALDRIN'S - RACE INTO SPACE V/386/4MB •	27.99
CENTRAL INTELLIGENCE V/256C/386/2MB •	27.99
CHALLENGE PACK (EPIC, F29, PUSH OVER, ROBOCOP 3, MIGHT & MAGIC 2, CONTRAPTIONS, D-GENERATION, PAPERBOY 2, CHESSMASTER 2100)	25.99
CIVILISATION & RAILROAD TYCOON E/V/286 •	20.99
COMANCHE - MAX. OVERKILL V/386/4MB	31.49
DAY OF THE TENTICLE V/256C/286/2MB	29.49
DESERT STRIKE •	21.99
DUNGEON MASTER 2 V/386/2MB •	30.99
ELITE 2 E/V/386/2MB/NDS	19.99
F1 (DOMARK) V/386 •	20.99
FABLES AND FIENDS 2 V/386/2MB	30.99
FALCON GOLD V/386/4MB •	28.49
FIFA INTERNATIONAL SOCCER V/386 •	28.49
FORMULA 1 GRAND PRIX & D. LEADBETTERS GOLF V/286/1MB •	20.99
GABRIEL KNIGHT V/256C/386/4MB	28.99
GOLDEN 7 (LEISURE SUIT LARRY 5, HEART OF CHINA, RED BARON, KINGS QUEST 5, GREAT COURTS 2, SHANGHAI 2, SARGON 5) V/386	33.99
GREAT NAVAL BATTLES 2 V/386/2MB (GUADALCANAL)	26.49
GREMLIN COMPILATION VOL 1 V/386 • (ZOOL, LOTUS 3, NIGEL MANSELL'S)	16.99
GUNSHIP 2000 + ISLANDS & ICE DATA DISK V/286 •	20.99
HEIMDALL 2 V/386/2MB •	23.99
INDY 500 & WING COMMANDER V/256C/386 •	14.99
INFERNO V/486/4MB •	33.99
INTERPLAY TENTH ANNIVERSARY ANTHOLOGY (OUT OF THIS WORLD, STAR TREK - 25TH ANNIVERSARY, CASTLES, LORD OF THE RINGS, BATTLECHESS, DRAGON WARS, WASTELAND, BARD'S TALE, TASS TIMES, MINDSHADOW) V/286	33.99
IRON HELIX V/256C/386/4MB	26.49
JUNGLE STRIKE V/386 •	21.99
KINGPIN V/386 •	12.99
LATE NIGHT SEXY TV SHOW (RATED 18) V/256C/386	26.99
LEISURE SUIT LARRY 6 V/256C/386/2MB	26.49
LEISURE SUIT LARRY COLLECTION (VERSIONS 1 TO 5) •	28.99
LEMMINGS 1 & 2 E/V/286	20.99
LHX ATTACK CHOPPER & BIRDS OF PREY V/386 •	14.99
LITIL DIVIL V/256C/386	17.99
MAN UTD PREMIER LEAGUE CHAMPIONS V/386 •	19.99
MEGA RACE V/256C/486	26.49
MYST (WINDOWS) V/486/4MB •	37.49
OUT POST V/256C/486	31.49
POLICE QUEST 4 V/256C/386	28.99
PRIVATEER V/256C/386/4MB	32.99
RAVENLOFT V/256C/386	29.49
REBEL ASSAULT V/256C/386/4MB	27.99
RETURN TO ZORK V/256C/486	28.99
ROBOCOP 3 & DUNE E/V/286 •	14.99
SAGA OF ACES (RED BARON + D/D, ACES OF THE PACIFIC + D/D, ACES OVER EUROPE) V/386/2MB •	28.99
SAM & MAX HIT THE ROAD V/256C/386/4MB	25.99
SIM CITY ENHANCED V/256C/386	33.99
SIMON THE SORCERER H/D V/256C/386 •	26.49
SSN SEAWOLF V/386/4MB •	32.99
STAR TREK - 25TH ANNIVERSARY E/V/256C/386/2MB	32.99
STAR TREK 2 - JUDGEMENT RITES V/256C/386 •	30.99
STRIKE COMMANDER V/256C/386/4MB	35.99
SUB WAR 2050 V/256C/386	28.99
SUPER ARCADE GAMES CD. OVER 100 ARCADE GAMES ON ONE CD, V/386 •	19.99
SYNDICATE V/256C/386/4MB	33.49
TELSTAR DOUBLE PACK - 7TH GUEST AND DUNE V/256C/486	33.99
TFX V/256C/386/4MB	33.49
THE HORDE V/386 •	26.49
THEME PARK V/386/4MB •	32.49
TRANCE MISSION V/386 •	33.99
UFO - ENEMY UNKNOWN V/386/4MB	28.49
ULTIMATE FOOTBALL V/386 •	28.99
UNDER A KILLING MOON V/256C/386	36.49
UNIVERSE V/386 •	23.99
WILD BLUE YONDER V/386/4MB •	30.99
WING COMMANDER AND ULTIMA 6 V/256C/386	11.99
WORLD CUP USA 94 V/386 •	22.49

SPECIAL RESERVE
HEAVY discounts
HUGE range

Special Reserve
The Discount Club

FREE - 16 page colour catalogue - just phone

0279 600204

HUGE range of hardware, software, books, peripherals and leads for PC, CD Rom, Amiga, CD32, Sega, Nintendo, Atari, Apple, Sony, Philips and 3DO. All official UK products, all at HEAVILY discounted prices

Order by post, or by phone or come to one of the Special Reserve

CLUB SHOPS **OPEN 10am to 8pm SEVEN DAYS A WEEK**

CHELMSFORD - 43 Broomfield Rd around the corner from the bus station
SAWBRIDGEWORTH - The Maltings 200 yards from the train station

Over 200,000 people have joined Special Reserve

ALL PRICES INCLUDE VAT AND CARRIAGE

CD ROM DRIVES FROM JUST ...119.99

250MB IDE INTERNAL HARD DRIVE 164.99

420MB IDE INTERNAL HARD DRIVE 199.99

CITIZEN ABC PRINTER + COLOUR KIT 156.99

CANON BJ10-SX BUBBLE JET PRINTER 185.99

MICROVITEC 1438 MONITOR ...299.99

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

Members receive our 48-page Colour Club Magazine bi-monthly
Each issue reviews a selection from our extensive range and includes at least £30 worth of coupons for additional savings on top products
Members are under no obligation to buy anything

MEMBERSHIP FEES	UK	EC	WORLD
SIX MONTHS TRIAL	4.00	6.00	7.00
ONE YEAR	7.00	9.00	11.00

ONE YEAR PRICE INCLUDES SIX ISSUES OF THE SPECIAL RESERVE MAGAZINE WITH £180 OF XS COUPONS

Credit Card Sales 0279 600204 10am to 8pm Daily

CHOICE OF SERVICE - PLEASE READ BEFORE YOU ORDER

All prices include VAT and 2-3 working day carriage to UK mainland
Software and peripherals are sent by post, hardware by White Arrow
Please add 40p per posted item if you require first class post
Please add £10 per hardware item if you require overnight carriage
Hardware items (battery or mains) are only supplied to the UK mainland
Allow one or two days for processing and despatch of stock items
All items are individually despatched and may not arrive together
An order confirmation/despatch advice/VAT receipt will follow
Overseas orders must be paid by credit card (no hardware sold overseas)
Overseas surcharge £2.00 per software item or 25% on other items

PC GAMES

LEAP

(BLOCK CAPITALS please)
Name & Address____________________

____

____________________Postcode____________________
If PC please state DISK or CD ROM

Phone No ____________________Machine____________________

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)

item____________________
item____________________
item____________________
item____________________

Please use this box to add any **optional** fast delivery charge
1st Class Post 40p per posted item or £10 overnight hardware

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa

CREDIT CARD
EXPIRY DATE ________SIGNATURE____________________SWITCH (ISSUE NO____)

Cheques payable to: **SPECIAL RESERVE at**
P.O. BOX 847, HARLOW, CM21 9PH
or FAX a credit card order on 0279 726842

Inevitably some games listed may not yet be available. Please phone sales to check availability before ordering. We reserve the right to change prices and offers without prior notification. PRICES CORRECT AT TIME OF GOING TO PRESS. 1.9.94 E.& O.E. Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

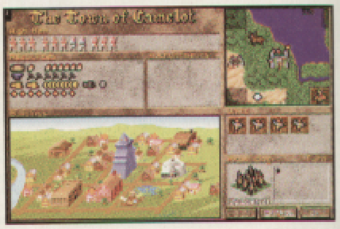
SAVE £2.00

NEW MEMBERS - THIS VOUCHER IS WORTH £2.00. JUST DEDUCT £2.00 OFF THE PRICE OF ANY ONE ITEM ORDERED AS YOU JOIN FOR ONE YEAR OR MORE. USE BY POST OR BY PHONE ON 0279 600204.

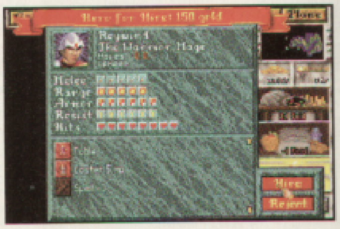
Offer applies to Memberships of one year or over, bought before October 30th 1994

Master Of Magic

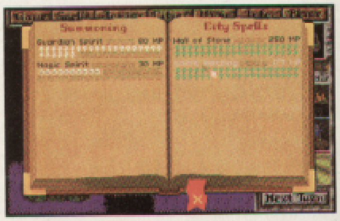
David Upchurch dons a pointy hat and battles for magical supremacy in MicroProse's Civilization looky-likey.



As you can see, I (i.e. Merlin) am doing quite well at the moment. My city is growing rapidly, I've got loads of followers and the barns are full of food. Ah, life is sweet.



From time to time, mighty heroes will offer their services to you — for a price. These can then be added to your armies, and as the game progresses they'll rise in experience and become even more powerful.



This is my spell book. I know it doesn't look very impressive at the moment, but I've tons of really corking spells waiting in the pipeline. Just give me a few game turns, and I'll be sorted.

It's the old, old story. A software company spends years of hard work pioneering an innovative new type of game. Then, when it's released, it proves to be an overnight success with the paying punters. Sure enough, within the space of a few months, all the other companies are producing their own looky-likey clones in a desperate attempt to cash in. It happened with Populous, for example, and, more recently, Doom.

While some may consider this behaviour despicable, in business it's common practice. After all, there aren't *that* many new ideas floating around, and when somebody does have a new one — especially one that the public likes — it's inevitable that everyone else will try to exploit it.

However, it's rare that a company will try to clone one of its own games — and that, basically, is the case with MicroProse's Master Of Magic. Strip away the game's fantasy and minimal wargaming elements and you're left with a pretty close copy of Sid Meier's classic strategy game Civilization — another MicroProse title.

Master Of Magic is set in a magical world populated by all manner of weird and exotic creatures, such as elves, dwarves, dragons — in other word, the usual suspects that you find in just about every fantasy game since the beginning of time. You play a sort of magician lord, with ambitions to become ruler of all you survey...

...Which, as the game starts, is not a lot. All of the gameworld is concealed from view except for your tower home and the few acres of land surrounding it. This, for the time being, is your domain — and it's not a very impressive one. Still, from tiny acorns...

Your first task is to build up some followers, because the more followers you have, the more power you wield. You have none to start off with, but constructing a few houses in the shadow of your tower should soon attract some. Once you've done that, you can tax your loyal subjects to raise some cash, and then set them to work building things like a granary (to keep them fed), a temple (to increase your magical power, or 'mana') or some barracks (to help you train an army).

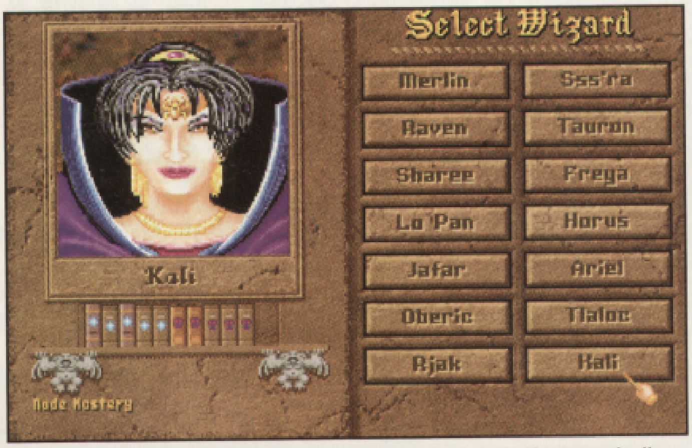
Every building you construct gives you the knowledge to build another, more useful type of building. So, for example, once you've constructed a Smithy, you'll now find that you're able to build an armoury, or some stables, or a marketplace.

Everything you build takes time (which is measured in game turns) and, generally speaking, the more useful the thing you want to build, the more time it takes. You can decrease the amount of time by forking out some gold from your reserves, but it's not a good way to prosper in the long run.

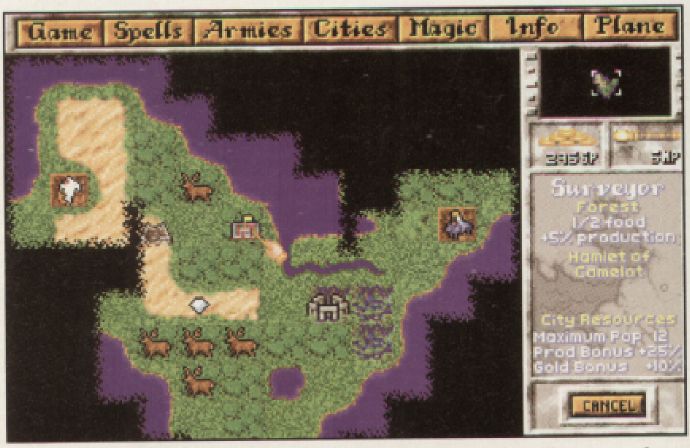
While you're creating a thriving community, it's a good idea to devote a bit of time to spell research. At first all you can summon is a spirit, a feeble creature whose sole use is as an ethereal scout, which you can send out to explore those unexplored regions around your tower.

However, from your grimoire you can choose more spells to research, such as Web and Wall Of Stone. Like buildings, the more powerful the spell, the longer it takes to research. Unlike buildings, however, you can't speed things up by splashing cash around.

Once you've got a working community, a small army and a few spells, it's

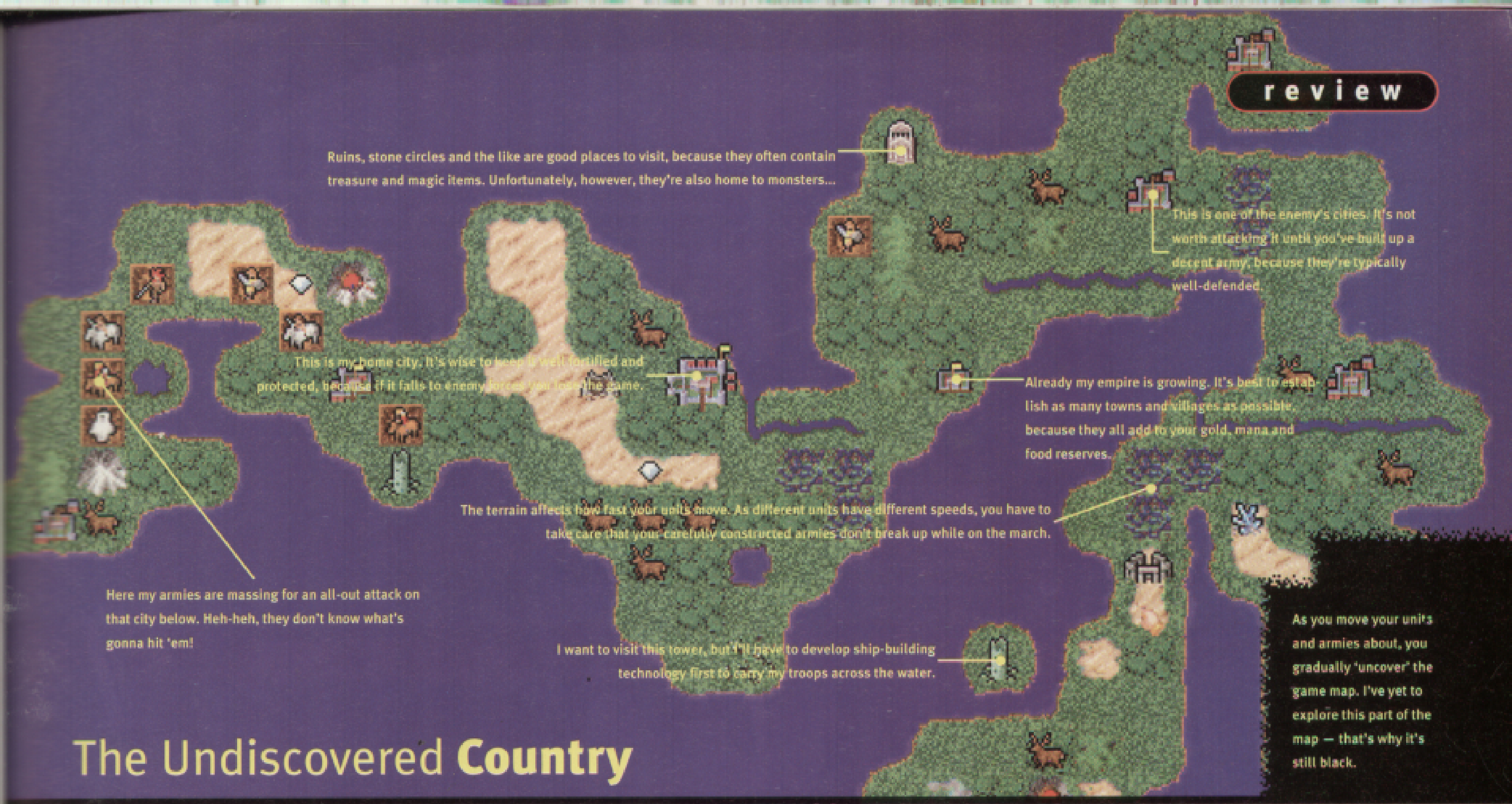


Before the game starts you choose which type of wizard you want to be. There are 14 in all, each specialising in a different type of magic and with different strengths and weaknesses.



You have several advisors on-hand to help you with your decision making. The surveyor, for instance, will tell you how good and bad points about any given piece of land.

The Undiscovered Country



Ruins, stone circles and the like are good places to visit, because they often contain treasure and magic items. Unfortunately, however, they're also home to monsters...

This is one of the enemy's cities. It's not worth attacking it until you've built up a decent army, because they're typically well-defended.

This is my home city. It's wise to keep it well fortified and protected, because if it falls to enemy forces you lose the game.

Already my empire is growing. It's best to establish as many towns and villages as possible, because they all add to your gold, mana and food reserves.

The terrain affects how fast your units move. As different units have different speeds, you have to take care that your carefully constructed armies don't break up while on the march.

Here my armies are massing for an all-out attack on that city below. Heh-heh, they don't know what's gonna hit 'em!

I want to visit this tower, but I'll have to develop ship-building technology first to carry my troops across the water.

As you move your units and armies about, you gradually 'uncover' the game map. I've yet to explore this part of the map — that's why it's still black.

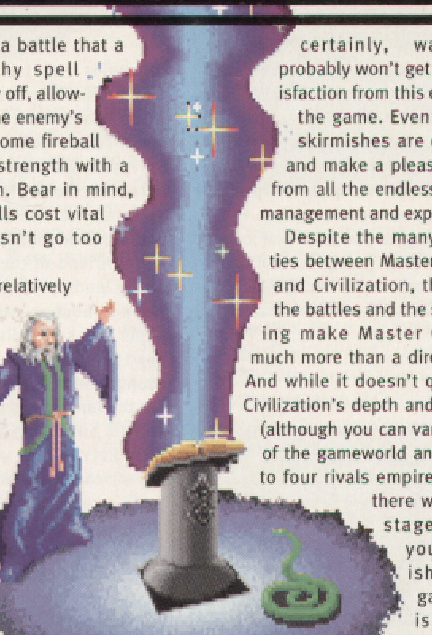
time to start spreading your wings a little. By turning some of your people into settlers, you can send them out into the countryside (which, hopefully, you'll now have explored with your spirit) to create more towns and villages, and these can be expanded in the same way as your base, generating more money, food, power and troops in the process.

As your realm grows, you'll inevitably begin encroaching into the empires of rival magician lords who, like you, have delusions of grandeur. To win the game you have to destroy the bases of all your rivals — and this is when your armies come in handy.

When combat takes place, the game cuts to an isometric-3D plan view of the battlefield, with your forces in the bottom-right corner of the screen and your opponent's in the top-left. You can opt to let the computer resolve the battle for you, but it's much more enjoyable to direct the battle yourself via the simple, easy-to-use point-'n'-click interface.

And it's during a battle that a lot of that lengthy spell researching will pay off, allowing you to smight the enemy's troops with a fearsome fireball blast or sap their strength with a withering life-drain. Bear in mind, however, that spells cost vital mana, so you musn't go too crazy.

Because of the relatively small size of the battlefields and the fact that you can only have a maximum of nine units in each army, the scope for cunning tactics and strategies is very limited — certainly, wargamers probably won't get much satisfaction from this element of the game. Even so, these skirmishes are quite fun, and make a pleasant break from all the endless resource management and exploring.

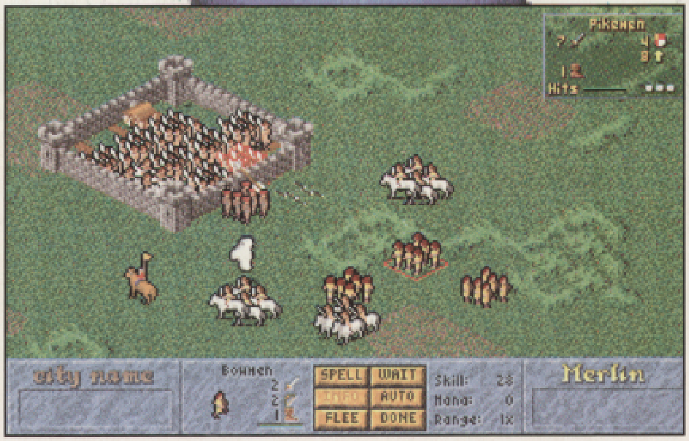


Despite the many similarities between Master Of Magic and Civilization, things like the battles and the spell-casting make Master Of Magic much more than a direct rip-off. And while it doesn't quite have Civilization's depth and longevity (although you can vary the size of the gameworld and have up to four rivals empire-building, there will come a stage when you've 'finished' the game), this is compensated for by slightly better graphics and a far more accessible scenario.

True, Master Of Magic is unlikely to set the gaming world alight in the same way that Civilization did, but even so it's a good, solid, well thought-out piece of entertainment that'll keep you absorbed and amused for hours on end. It's magic, in fact.

It's a bit like...

...Soccer Kid. Oh, alright, it isn't — I just wanted to keep you on your toes. Master Of Magic is heavily, er, 'influenced' by Sid Meier's Civilization. However, the fantasy elements make it slightly more appealing in the short term, although Civilization will ultimately last you longer.



Combat takes place on an isometric-3D battlefield. Via the point-'n'-click interface, you can move your units, make them fire arrows, fight, cast spells and even retreat with ease

MASTER OF MAGIC

MICROPROSE/SIMTEX

(0454) 326532

£39.99 OUT NOW

MINIMUM SPEC

25MHz 386, VGA, 1Mb RAM, 42Mb of hard disk space and mouse.

ALSO SUPPORTS

Sound Blaster, Ad Lib, Pro Audio Spectrum and Roland soundcards.

THE GOOD...

- Plays a lot like Civilization, which is no bad thing.
- The fantasy elements are a laugh.
- The battle sequences break up the game nicely.

...AND THE BAD

- Perhaps a *little* too much like Civilization for comfort...
- ...Yet lacking in Civilization's long-term appeal.

Overall

86%

The Clue!

From newspaper kiosks to jeweller's shops, if it's got anything worth nicking, Dean Evans will try to pinch it in Neo's heist caper, The Clue!

Although it isn't the prettiest game in the world, Neo Software's The Clue! is undoubtedly the most refreshing adventure/strategy game I've played in quite some time. Not only is it enjoyable and extremely absorbing but, unlike a normal adventure, it involves being underhand, dishonest and stealing anything that's not nailed down from a wide variety of buildings. In short, it's all about burglary.

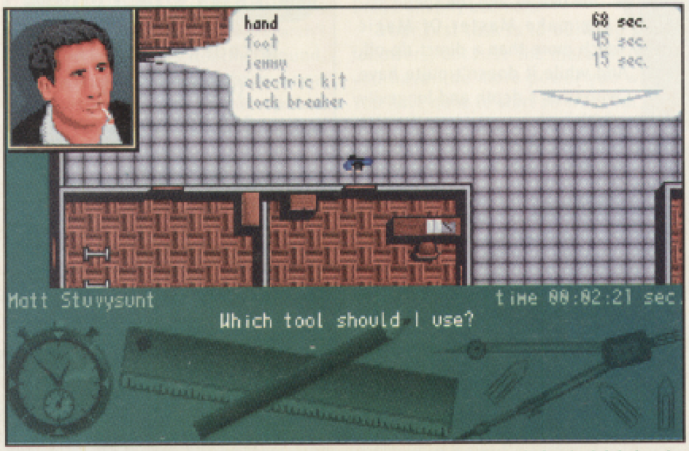
The storyline is quite simple. The year is 1994 and you have died. Yes, as The Clue! begins, you are being lowered gently into your grave, surrounded by your sobbing friends and family. What follows is a sort of autobiography — told by an older version of yourself — which relates how, back in the 1950s, a fresh-faced and innocent Matt Stuvysunt (and that's you, that is) came to London seeking fame and fortune.

After you find a place to stay and you've talked to the regulars in the local pub, a friend of the family, Mr Briggs, kindly lends you some money and tips you off about an easy first hit: a newspaper kiosk in Fulham. Although your head tells you that stealing is morally wrong (and it *is*, kids), you're penniless bar the ten pounds that your mum gave you to buy some warm underwear. Look, I'm sorry but your needs outweigh any ethical reservations you might have.

Of course, robbing a building, even a very small one, takes some serious planning. First you've got to 'case the joint', which usually involves hiding in nearby bushes for ten hours while jotting down important details such as when the staff arrive, when they leave and at what times the police drive by.

When you've investigated the target to your satisfaction, it's a good idea to wander inside the building to have a closer look around. If you decide to do this, a plan of the building in question appears as a simple map and, using said map, you can separate the valuables from the junk and check out what alarms and guards the building has.

Once the joint has been fully 'cased', it's time to return to your hotel room to draw up the master plan. This is con-



hand	68 sec.
foot	45 sec.
jenny	15 sec.
electric kit	
lock breaker	

Matt Stuvysunt

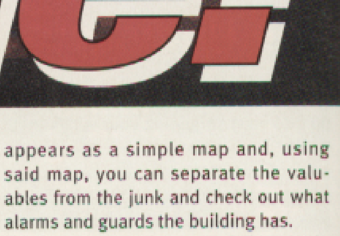
time 00:02:21 sec.

Which tool should I use?

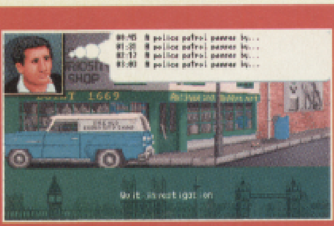
Rehearsing a raid is very important. Not only must you take the right tools for the job in hand (crowbars, lockpicks, gloves, etc) but you've got to pick the right accomplices to help you out.

It's a bit like...

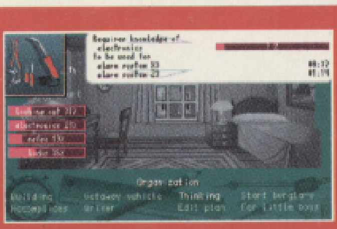
...well, to be honest, it's not a bit like anything. I can't think of a game around on the PC that allows you to break into shops, to turn over Ice Cream stalls and then to fence off your ill-gotten gains to shady dealers in darkened alleyways. I have to admit that I'm completely stumped. If anybody knows of one, answers on a postcard please to PC GAMES, 30-32 Farr...



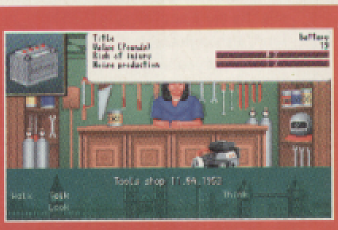
Wotch it, you slaa-aags!



After knocking over the newspaper kiosk, I've aimed my sights a little higher. I've had my eye on the Old Curiosity Shop for quite some time but I doubt there's much of value inside.



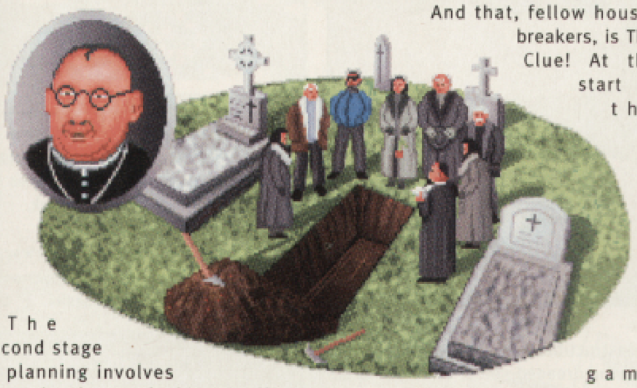
The shop is protected by a Z3 alarm, but I happen to know that by purchasing the electrical kit and using my knowledge of electronics, deactivating it will be a piece of cake.



Popping down to the local tool shop I buy myself the electrical kit. However, I hadn't noticed that the damned thing needs a battery so I'm forced to shell out £20 for one.

structed in two stages: firstly, you've got to decide who you wish to work with, who will drive the getaway car, what car will be used and finally what specialised tools and equipment you are likely to need.

Accomplices play a vital role in The Clue! and everyone you meet — apart from the police, of course — has the potential to become your life-long partner-in-crime. And if you lack any equipment at this point, like a lockpick or a jemmy, all you have to do is nip out to the local Tool Shop to buy what you need. No questions asked.

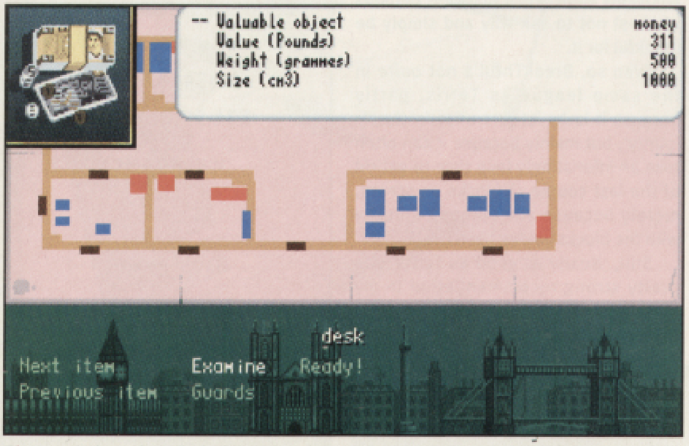


The second stage of planning involves rehearsing the actual robbery itself, where you 'pretend move' your gang around the target building (nicely drawn in a sort of top-down, Kick-Off-style viewpoint), busting open doors, and disabling alarm systems.

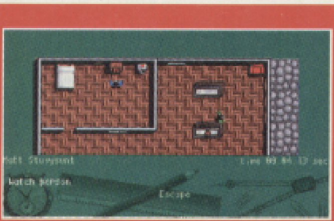
You can move any member of your gang, swap between them at will and, as long as you get in, get out and drive away quickly, you can save your plan and begin the robbery for real. Of course, if you don't like the plan you've recorded, or something goes horribly wrong, you can simply dismiss it and start all over again.

Like the second planning stage, the real-time robbery is drawn in the same top-down view. This time around, however, you're not allowed to move any of your gang members. All you can do now is watch them faithfully retracing the steps of your pre-recorded plan. You've just got to hope that everything you planned, was planned correctly.

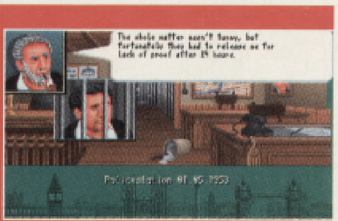
And that, fellow housebreakers, is The Clue! At the start of the game you only have a few targets to choose from and most of them, like the Old People's Home and the Antique Shop, are small and don't contain many valuables. But as time passes and you rob bigger and more difficult buildings, you can graduate to jewellers and even, if you're very clever, London's great museums.


-- Valuable object
Value (Pounds)
Weight (grammes)
Size (cm3)
Money
311
500
1000
desk
Next item
Previous item
Examine
Guards
Ready!

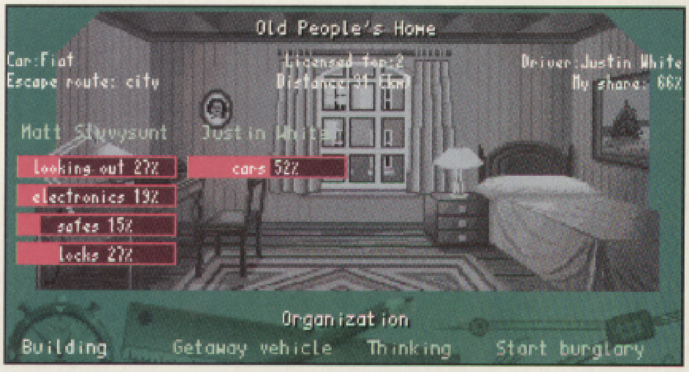
Once you've investigated a building, you can enter it and examine it in better detail. The building is then represented by a plan, allowing you to look closely at cases, cupboards and desks.


Matt Stuyvesant
Watch person
Escape

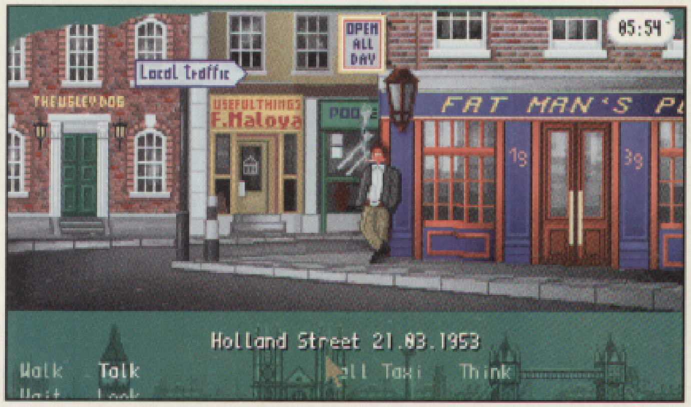
With Justine White as my, er, Wheelgirl, we expertly break in, disable the alarm, open the showcases and come away with three statues, cash and an Oscar Wilde autograph.


Policestation 01.05.1953

My joy, however, is short-lived. Because we were careless, the Police pick me up two hours later. Luckily they couldn't make the charges stick. Who said crime doesn't pay?


Old People's Home
Car:Fiat
Escape route: city
Driver:Justin White
My share: 66%
Matt Stuyvesant
Justin White
looking out 27%
electronics 19%
safes 15%
locks 27%
cars 52%
Organization
Building
Getaway vehicle
Thinking
Start burglary

(Above) The planning stage consists of two steps. The first step allows you to decide who you want to work with you, what car you're going to use and what tools you're going to need . (Below) Chatting to the locals in the Fat Man's Pub is good way to make contacts, while your loot can be 'fenced' at Maloya's Useful Things and Mr Poole's Fence shop.


05:54
OPEN ALL DAY
Local Traffic
THE UGLY DOG
USEFUL THINGS
F.Maloya
FAT MAN'S
Holland Street 21.03.1953
Walk
Talk
Call Taxi
Think

Of course, as the jobs get bigger so you'll need more expensive equipment and a bigger gang to pull them off. Before you know it, you'll be deactivating complex alarm systems, knocking out searchlights and introducing the poor security guards to the subtle but arresting fragrance of Chloroform.

Despite its complete lack of morals, The Clue! is an excellent game, combining the traditional features of a graphic adventure with a simple strategy element and a good, if uninspiring, arcade-style game interface. I'm surprised that no-one has done anything like this before. All credit to Neo Software who seem to have turned the graphic adventure genre on its head to produce a game that is the very antithesis of titles like Police Quest and Sam & Max.

On the negative side, the animation of the characters in the planning and robbery sections is, at times, prone to flicker, but the game is so absorbing I don't think it really matters. It's also a bit repetitive, but as each new building offers its own particular set of problems, this is a very minor point. Sorry I mentioned it really.

The Clue! is actually quite exhilarating and, as the game starts you off on relatively low-risk crimes, it's a simple game to learn. I'd recommend this game to anyone. Okay, it's morally reprehensible, but there's very little violence and I think we're all adult enough to understand that The Clue! is only a game. Er, we are — aren't we?

THE CLUE!

NEO SOFTWARE/IN-HOUSE

(0438) 840004

£29.99 OUT NOW

MINIMUM SPEC

25MHz 386, VGA, 4Mb RAM and 7Mb of hard disk space.

ALSO SUPPORTS

Mouse; Sound Blaster and Ad Lib soundcards.

THE GOOD...

- A refreshingly original adventure-strategy game.
- A good blend of humour, careful planning and arcade-style robbery sequences.
- Can you think of another game that allows you to lead a life of crime?

...AND THE BAD

- The graphics aren't the prettiest in the world.
- The gameplay can become a touch repetitive at times.

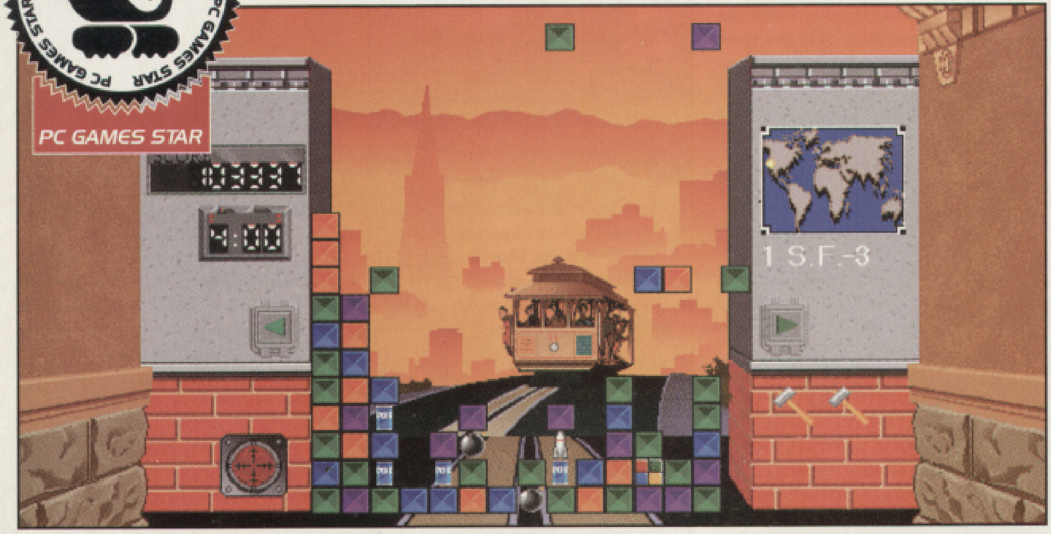
Overall

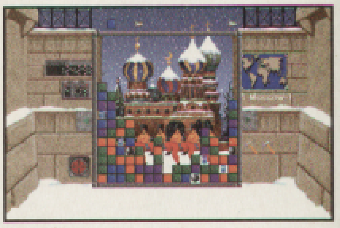
88%

PC GAMES STAR

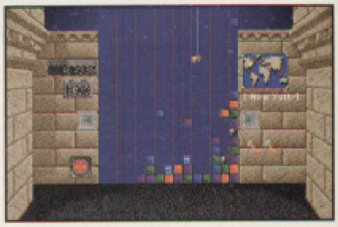
BreakThru!

"It's raining blocks!" cries David Upchurch, after playing the latest from the man who created Tetris.





(Left) As you progress through the levels, there are six different backgrounds to enjoy, all depicting vaguely wall-related scenes from Berlin, Moscow, China, New York, England and, here, San Francisco.
(Below) If the backgrounds get in the way, you can always turn them off, and even add 'targetting lines' to make life easier.



Whenever I'm off jet-setting around the world (which is quite frequently, given that I'm so important) there are always two things I take with me: (a) a Gameboy, and (b) a copy of Tetris. If possible, I also try to remember my passport and flight tickets — but you have to get your priorities right, don't you?

A game of Tetris can keep me happy for *hours* — which is just as well, given the number of lengthy trips I have to make back and forth between my house and the airport, once to pick up my tickets, again to get my passport, and yet more times to collect stuff like a toothbrush and a change of underwear.

And although many have tried, nobody has yet come close to creating a arcade puzzler that matches Tetris's classic simplicity and fiendish addictiveness. And, despite being written by Alexey Pajitnov, the author of Tetris, neither does BreakThru! — although, to be fair, it's a pretty close call.

The aim of BreakThru! is simple — get rid of all the multi-coloured blocks filling the screen by clicking on them. However, you can only remove groups of blocks — if a block hasn't got one or more like-coloured neighbours to the side of it, either horizontally or vertically, then it won't disappear no matter how many times you click on it.

The idea, then, is to remove the groups of blocks in such a way that cunning 'chain reactions' are formed, so that as a group of blocks disappears, the rest will fall down and create more groups which you can eliminate, until eventually the screen is empty, moving you on to the next, harder screen.

Of course, nothing in life is ever *that* simple, and your life is complicated by the row of randomly-generated blocks shunting slowly across the top of the screen. Every so often these blocks tumble down, typically messing things up. However, by clicking on the row with the right mouse button, it's possible to scroll the blocks left and right and so force them to drop where you want them to — ideally to create further removable groups.

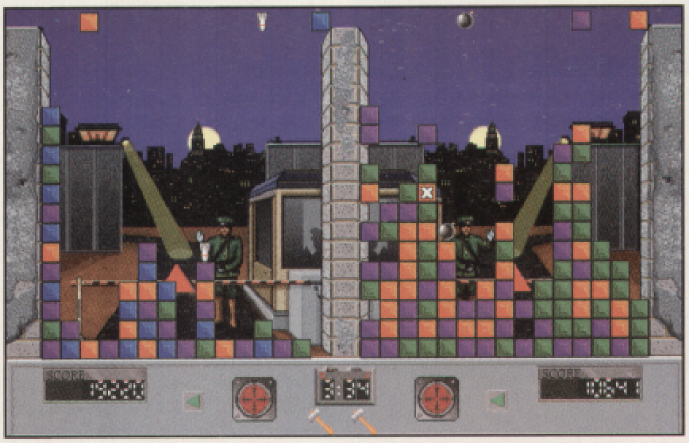
And there are other 'special features' which help to make your life a little easier, such as multi-coloured blocks (which, when clicked on, allow you to remove all blocks of any one colour from the screen), rockets (which, when fired, destroy all the blocks in their path) and bombs (which explode when they come into contact with another bomb, destroying any neighbouring blocks).

However, these are balanced by 'nasty features', such as soda cans (which can only be destroyed by bombs or rockets), rocks (which are totally indestructible and just get in the way) and the dreaded spider (which deflects any falling blocks that fall upon it).

On paper, BreakThru! doesn't sound that exciting — but, then, neither does Tetris. It's only by playing the game that you realise its awesome powers of addiction, which will keep you playing for hour after hour, long after you *really* should've gone to bed. I've no idea what it is about BreakThru! that makes it so enjoyably addictive, it just is — perhaps it's best not to ask why and simply be thankful for it.

Even so, BreakThru!'s not *quite* in the same league as Tetris, partly because it lacks its forerunner's classic 'purity', but mainly because it can often take an infuriatingly long time to get rid of the last couple of blocks on-screen, merely because you've been unlucky with the blocks you've been dealt.

Still, 'Nearly as good as Tetris' is a pretty strong recommendation in my book — and, I'd hope, in your book too. Buy and enjoy.



BreakThru! offers several two-player variants, including this fun 'head-to-head' duel.

BREAKTHRU!

SPECTRUM HOLOBYTE/ZOO

(0454) 326532

£34.99 OUT NOW

MINIMUM SPEC

25MHz 386, VGA, 4Mb RAM, 5Mb of hard disk space, Windows 3.1 and mouse.

ALSO SUPPORTS

Joystick; All Windows-compatible soundcards.

THE GOOD...

- An addictive and totally absorbing arcade puzzler.
- Almost infinitely customisable — can enjoyed by anyone of any age.
- Nearly as good as Tetris...

...AND THE BAD

- ...But not quite.
- The 'end game' can drag on a bit through no fault of your own.

Overall

90%

Zeppelin
Giants of the Sky

GET TO THE TOP: CREATE YOUR OWN AIRSHIP BUSINESS EMPIRE

Werkshalle
Schiffsstatus
Berlin
Optionen
IKARION
Zeppelin
Giants of the sky

1900 to 1940 was the age of the airship. Covering great distances across land and sea, these aerial giants rivalled railways and ships for the worldwide transport of passengers and goods.

Now, *Zeppelin* takes you through this Golden Age. Lead your fledgling company by developing new technology, negotiating supply contracts, setting up profitable trade routes and creating speed and altitude records. All this against a developing historical background. Contend with war, natural disasters, economic crises and technical breakthroughs.

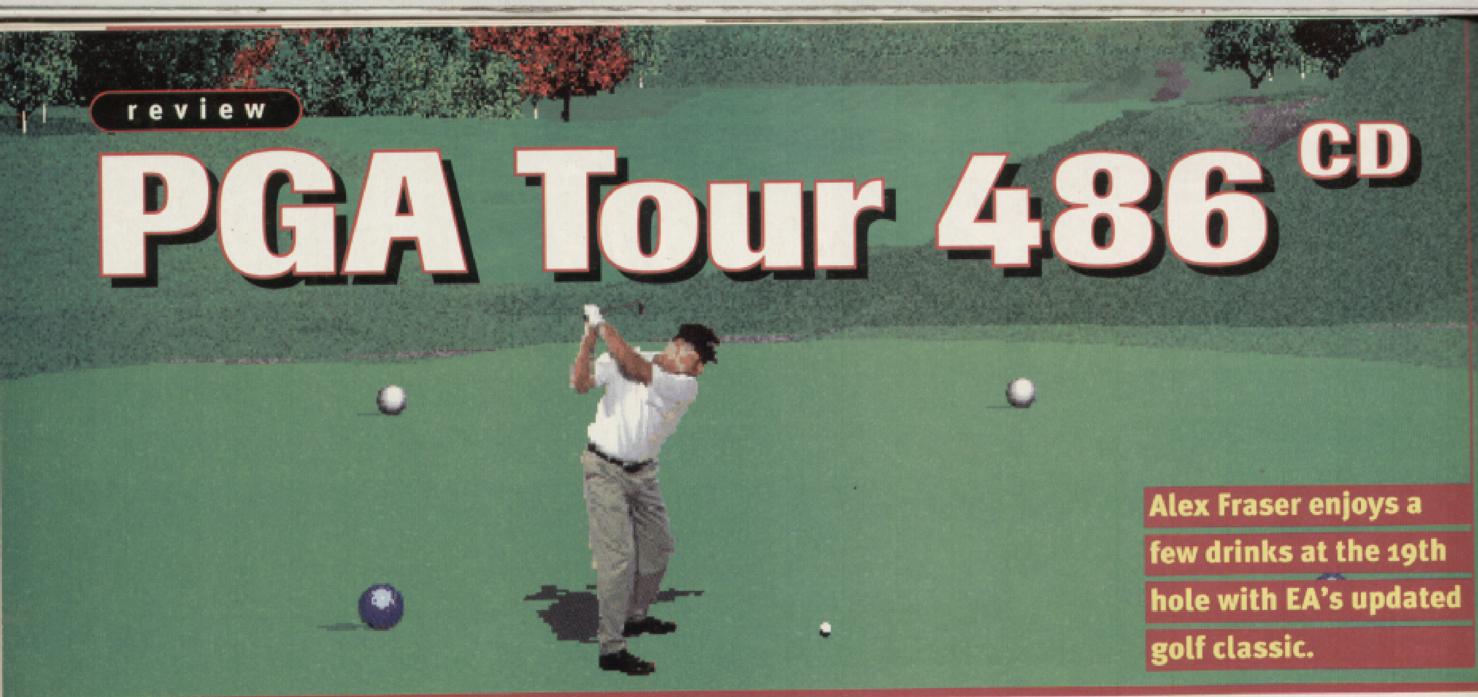
Zeppelin - Giants of the Sky : Will you come out on top?

FOR IBM PC COMPATIBLES AND CD-ROM

STRATEGY

MICROPROSE

PGA Tour 486 CD



Alex Fraser enjoys a few drinks at the 19th hole with EA's updated golf classic.

Golf's a great game. It's got everything — fresh air, lovely scenery and a blunt stick-like object that you can hit smaller round objects with. The only problem is all the walking that goes on in between hitting the ball once and hitting it again.

And I'm sure this is what makes computer golf games so popular. Certainly the original PGA Tour Golf managed to struggle on for several years past its sell-by date (despite the neanderthal graphics) because it was an immensely playable way to avoid walking five miles round a golf course.

But now PGA Tour 486 is ready to take over from its rather clapped-out predecessor, and it's going to do it in style. This is computer golf done the multimedia way, featuring nine rather talkative digitised golfers, video clips of each of the three courses (with suitably naff American voice-overs), speech during the game and all sorts of bird-tweeting, pin-rattling sound effects.

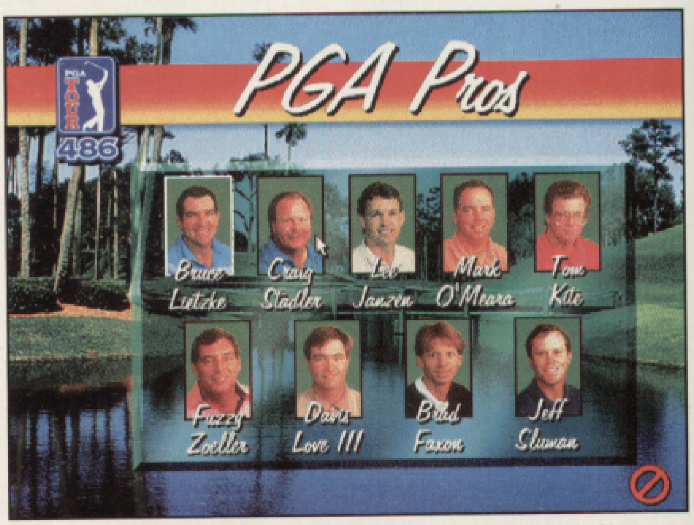
Surprisingly enough, the game's none the worse for all this over-the-top razzmatazz. In fact, it makes the whole thing much more accessible and definitely gives it a more realistic atmosphere. What's more, I've yet to see a golf game that *looks* better than PGA Tour 486.

Each of the players are digitised versions of the real tour professionals, with accurate techniques and stunning attention-to-detail, from the swing and the clothes, right down to shadows and divots. Players react differently if they they miss a crucial putt — shoulders slump, putters get thrown down in disgust and so on. It's brilliantly done.

Similarly, the three courses are, quite simply, beautiful. The contours, the shading and the detailing on the trees and so on beats anything else out there by a mile. The only things which don't quite make the grade are the water and the bunkers, which look decidedly flat and unrealistic.

The first of the courses, TPC Sawgrass, is a regular on golfing games the world over. It's a nice, enjoyable mix of big, open fairways and tricky approach shots to greens defended by water and trees.

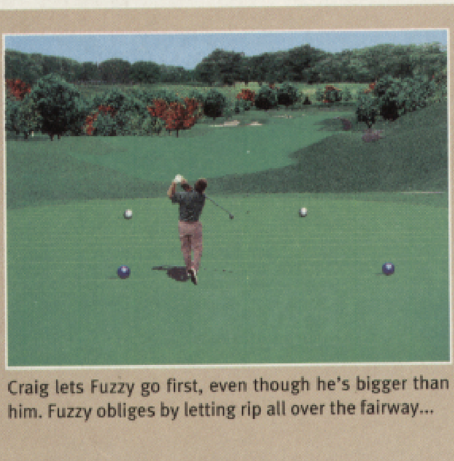
TPC River Highlands is my own favourite, a bumpy, hilly course that boasts some splendid scenery and some very difficult holes. TPC Summerlin, on the other hand, is heavy with water hazards and rather flat, but tends to be rather a dull number to play all the way through.



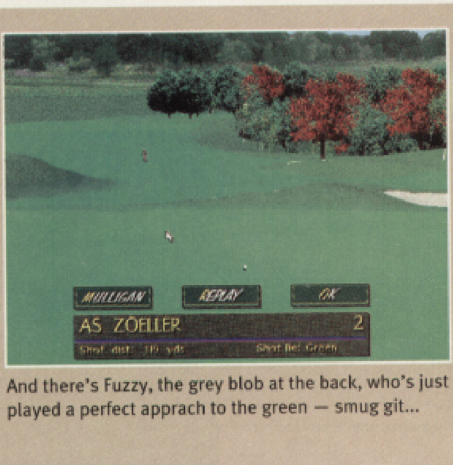
Decisions, Decisions ... Yout get to play with or against any of this motley crew in skins, matchplay or stroke play games.

It's in *the hole!*

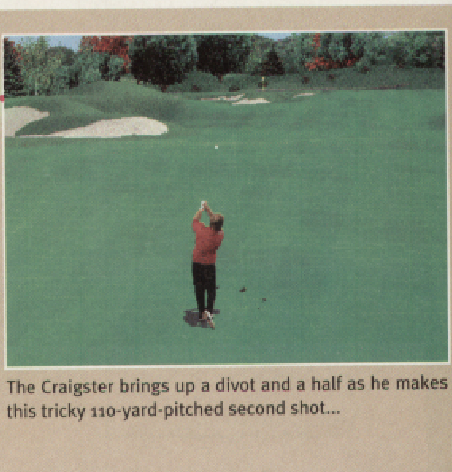
Craig 'Walrus' Stadler and Fuzzy 'Funny name? Moi?' Zoeller tee off at the first at TPC Sawgrass...



Craig lets Fuzzy go first, even though he's bigger than him. Fuzzy obliges by letting rip all over the fairway...



And there's Fuzzy, the grey blob at the back, who's just played a perfect apprach to the green — smug git...



The Craigster brings up a divot and a half as he makes this tricky 110-yard-pitched second shot...

Neither the River Highlands or the Summerlin courses have appeared in a golf game before, which is a rarity in itself. Still, it's odds-on that there will be God knows how many course data-disks to come if PGA Tour 486 proves to be a winner.

So, it's got multimedia bells-'n'-whistles by the sackload and it looks like a million dollars — which is all very nice — but how does it play?

Well, at first glance the PGA Tour 486 control system looks identical to the one you see in just about every golf game. You position a target marker on the fairway with a casual click of the mouse, then you use three clicks to start the swing, to decide the power and to influence whether or not you send the ball scything off in the wrong direction. Not startlingly original...

...But there's nothing wrong with that. After all, it's an effective system and PGA Tour 486 seems to have found the right balance between gameplay and simulation.

For your basic shots, it's neither too easy to hit the ball dead straight down the fairway, nor so difficult that you've got no idea where the ball is going to banana off to.

At novice level, the automatic caddie will place an extra marker on the swing arc to show what you should be aiming for, power-wise, and automatically sets you up with the right club to use. At professional level, however, you're on your own. This is when you need to resort to the overhead view and plan your attack on the pin *very* carefully.

And thankfully, you don't have to wade through loads of complicated menus and stance settings every shot, but if you do want to add clever stuff like fade, draw or backspin to a shot you can do it with the simplest of mouse clicks before you swing.

However, the one area I'm not so keen on is putting. It's not as bad as some golf games I've played, but it still lacks feel. Basically, the problem is that the ball doesn't seen to turn enough with the slope. And it's judging that and the weight that puts the art in putting — it's the one area of play to let the game down, but it's not a major problem.

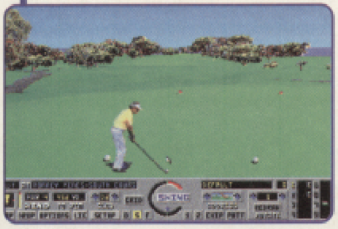
PGA Tour 486 would be my ideal golf game if it weren't for one or two trifling details: like the fact that you need a 486DX, 4Mb of RAM and a *good*double speed CD-ROM to get the game running smoothly. It's quicker than Links 386 Pro, which is a blessing, but still irritatingly slow between holes (even if you play on the lower detail settings) during two-player games.

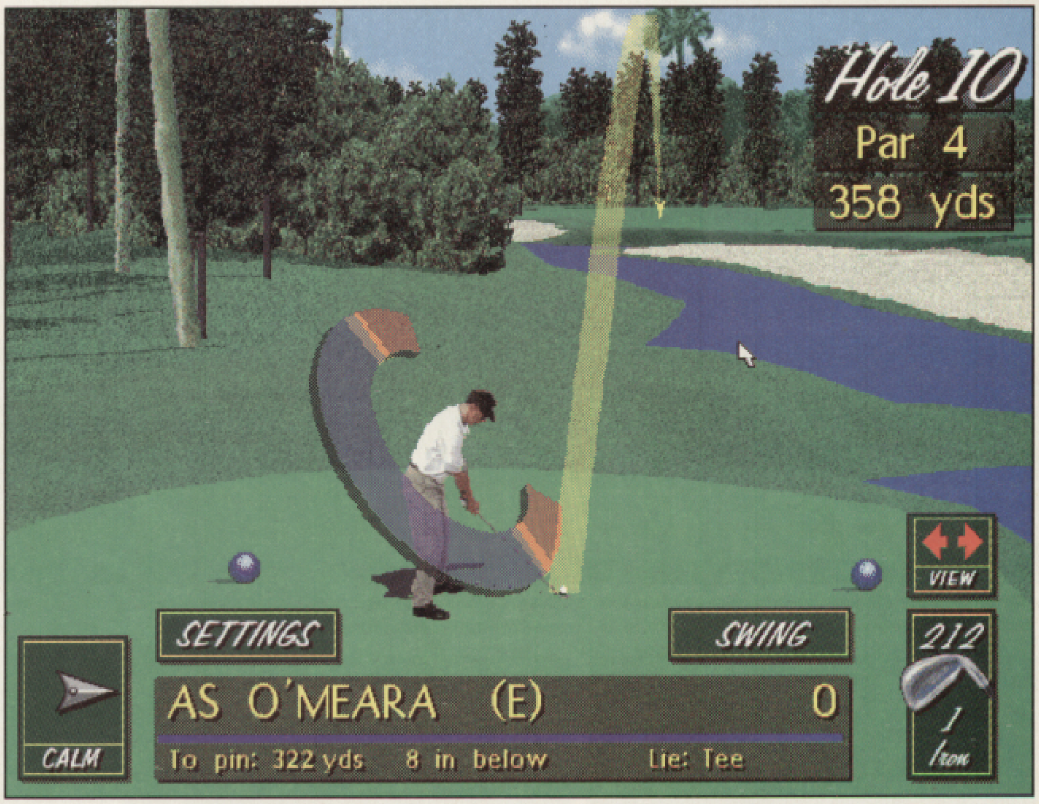
In terms of golf sims, there is something to be said for the hardcore approach, i.e. the Links 386 method, where you can do all sorts of clever tricks like setting the stance just so, the feet, oh, just a shade wider apart and the club head a teensy bit more open for real touch shots. PGA Tour 486 can't compete with this level of detail.

Still, I'd sooner play a round of golf on PGA Tour 486 than on my old favourite, Links from Access. Golf purists may not agree but, then again, I'm not a golf purist — I just like golf games.

It's a bit like...

...Well, every other golf game there's ever been. If you want a direct rival, it has to be Access's hyper-detailed Lynx 386 Pro. But then PGA has to be better because it's, er, PGA 486 and Lynx is only Lynx 386... Or something.





Mark O'Meara at the 10th hole (TPC Sawgrass). Controlling his sometimes wayward swing couldn't be easier than this .

PGA TOUR 486^{CD}

ELECTRONIC ARTS/IN-HOUSE

(0753) 549442

£39.99 OUT NOW

MINIMUM SPEC

25MHz 486, VGA, 4Mb RAM, double-speed CD-ROM drive and mouse.

ALSO SUPPORTS

Sound Blaster, Ad Lib, Roland and general MIDI soundcards.

THE GOOD...

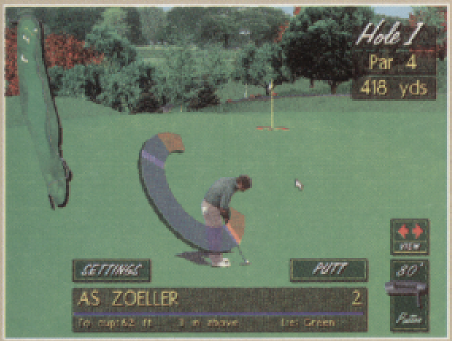
- Glorious scenery makes you feel like you're out on the course — without having to walk there first.
- The golfer's playing technique is immaculate.
- Easy to get in to, fun to play.

...AND THE BAD

- Runs like a poodle on Mogadon unless powered by something suitably expensive.
- May not be detailed enough for real golf snobs.

Overall

86%

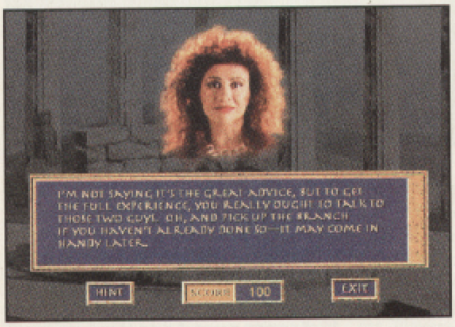


Fuzzy's got a long one here, folks. Now which way's the green sloping, left-right or right-left?

And here's Craig once again. He's got to make this putt to tie the hole. It's going, it's going, it's... gone! Hoorah!

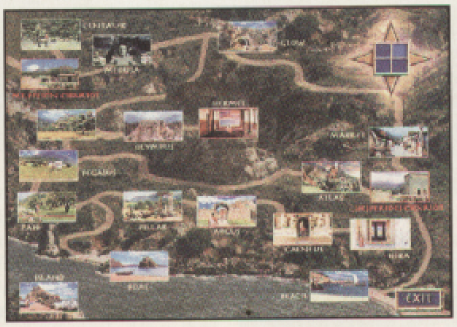
“We don’t need another hero,” sang Tina Turner. “You probably won’t like this game, then,” replied David Upchurch...

Wrath Of The Gods

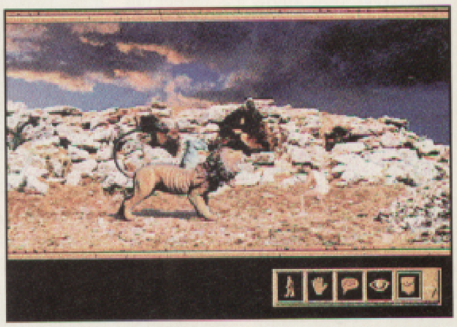


(Below) The Oracle will gladly give you copious hints on how to complete the game — for a price.

I'M NOT SAYING IT'S THE GREAT ADVICE, BUT TO GET THE FULL EXPERIENCE, YOU REALLY OUGHT TO TALK TO THOSE TWO GUYS. OH, AND PICK UP THE BRANCH IF YOU HAVEN'T ALREADY DONE SO—IT MAY COME IN HANDY LATER.



(Below) The map screen which is, er, handy for showing you where you are (like most map screens, really).



(Below) The appearance of the mighty Chimera will make you wet your pants — with laughter.

Arguably the most boring thing any person ever has to endure is looking at somebody else’s holiday snaps. “Oh look, here’s one of me and the wife diving into the pool... And here’s one of me and the wife actually *in* the pool... And here’s one of me and the wife getting *out of* the pool...”

And I’m sorry to say it, but Wrath Of The Gods is frequently reminiscent of that mind-numbingly polite chore we all have to go through whenever a mate comes back from a vacation. In the case of Wrath Of The Gods, the holiday destination is Greece — ancient Greece, in fact, land of handsome heroes, beautiful heroines and grotesque monsters.

As the game’s protagonist — a young lad abandoned at birth by the fair princess of Mycenae and raised to adulthood by a kindly centaur — the player’s task is to explore the sun-kissed Greek countryside, chatting to people and solving puzzles in time-honoured graphic adventure style. Your quest is to find your heroic destiny — whatever that may be.

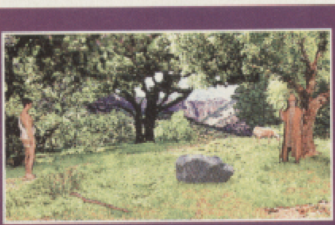
However, unlike ‘traditional’ graphic adventures such as Virgin’sBeneath A Steel Sky or LucasArts’ Sam & Max Hit The Road, the graphics that accompany your adventures are digitised rather than drawn — and this is where the ‘holiday snaps’ parallel comes in.

Obviously creating Wrath Of The Gods must have been a right laugh: “Here you go, lads: one Box Brownie, four rolls of film and a set of return tickets to Athens — first-class, of course. Enjoy your vacation — oh, and do try to get some nice pictures of the ruins while you’re out there...” The trouble is, the resulting backdrops are just not *that* interesting to look at. Too many of the locations are dreary-looking dirt tracks surrounded by bits of rubble and acres of scrub land. If this is the land of myth and magic, you can keep it.

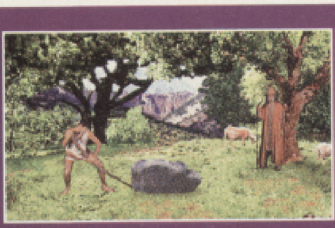
The character ‘sprites’ are digitised too. Although this approach works well when the characters are seen in long shot, in close-up (which occurs whenever you talk to someone) the effect is less impressive. As they talk, the characters’ animated heads wobble about on top of their static bodies in a way that is frequently — though, presumably, unintentionally — hilarious. In fact, it often reminded me of the photo-collage cartoons created by Terry Gilliam for Monty Python’s Flying Circus which, in some ways, could be considered a plus.

Even more amusing are the occasional ‘monsters’ you encounter, such as the Hydra and the Chimera. These mythical creatures are brought to life using ‘stop-motion’ animation, the same technique used in those old monster movies like Jason And The Argonauts and The Seven Voyages Of Sinbad but to nowhere near the same high level of quality. This is no Jurassic Park, that’s

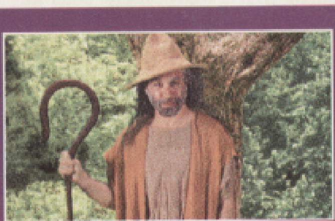
Rock ‘ard?



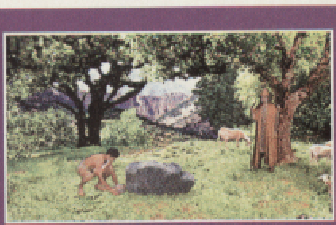
Our hero enters a clearing where he encounters a shepherd tending his flock. Hmm, that rock looks ‘pasted’ onto the scene — what’s the betting there’s something underneath?



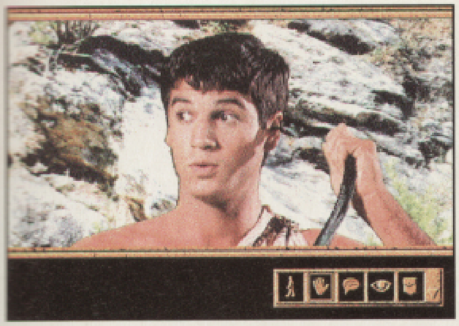
The rock proves far too heavy to lift so, ever resourceful, the plucky lad grabs the branch lying on the ground nearby and attempts to use it as lever...



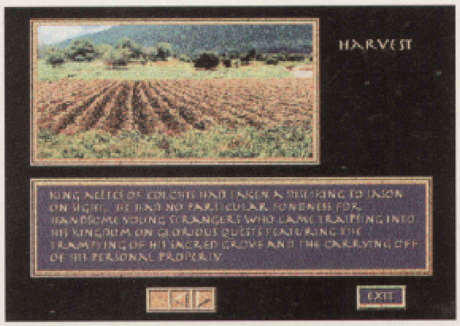
With a loud “crack!” the branch breaks. The bemused shepherd looks on and mocks our hero’s ineptitude. Harrumph! If he’s so bloody clever, why doesn’t he lift the rock?



Our hero decides to apply a little science to the problem. From his unfeasibly large pockets he plucks out a stone that he found by the roadside earlier, and places it down...



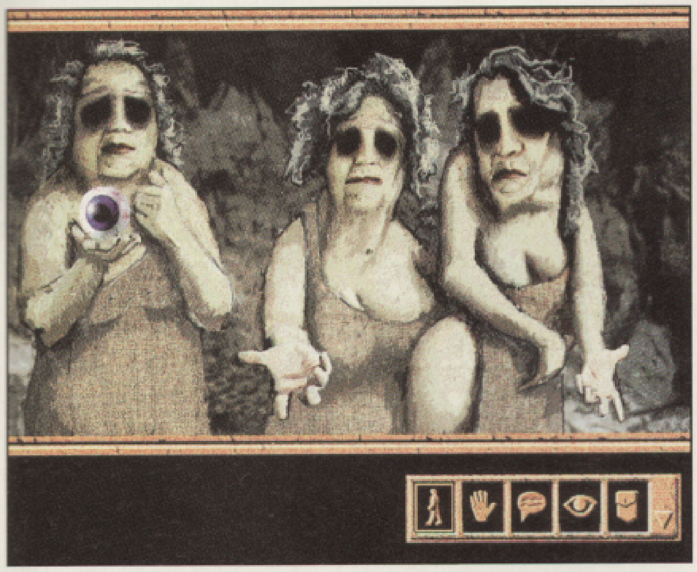
Hey, this is what you look like. Unfortunately.



KING AEETES OF COLCHIS HAD TAKEN A DISLIKING TO JASON ON SIGHT. HE HAD NO PARTICULAR FONDNESS FOR HANDSOME YOUNG STRANGERS WHO CAME TRAIPSING INTO HIS KINGDOM ON GLORIOUS QUESTS FEATURING THE TRAMPLING OF HIS SACRED GROVE AND THE CARRYING OFF OF HIS PERSONAL PROPERTY.

The database contains tons of info about the Greek Myths.

On your adventures you get to meet loads of pretty women.



Eye-eye! (Sorry.) The key to getting a result with these hideous old hags is to steal something very precious from them — and there are no prizes for guessing what it is.

It's a bit like...

...Hell Cab. Like that game, Wrath Of The Gods employs digitised characters and suffers from similar sloo-o-oow speed problems (although they aren't quite as bad as Hell Cab's). Of the two games, Wrath Of The Gods is the more entertaining, mainly due to its peculiarly off-the-wall line in humour.

for sure. Believe me, your first sight of the, er, 'fearsome' Chimera will *crease* you up...

But despite all this, Wrath Of The Gods isn't *that* bad a game. Sure, It's not going to give LucasArts or Sierra any sleepless nights, but it's an entertaining enough romp. Apart from the unintentional humour created by the dodgy graphics, the game's script is also quite amusing in a camp, Carry On Charon sort of way.

The point-'n'-click icon-driven interface is simple but effective, allowing you walk, talk, pick up and use items in a no-fuss, no-muss manner. It's only major failing is that it doesn't allow you to examine items once they've been added to the inventory.

As you explore, you inevitably encounter puzzles. Each one solved earns you points, the aim being to achieve the maximum perfect score of 500 points. In general these puzzles are quite good, and nearly all are based on events taken from Greek Mythology.

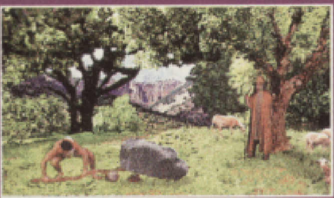
And while most can be solved by the application of logic, there are a few that require you to have a passing knowledge of the subject matter. Fortunately, if you do get really stuck, there's an online database containing stacks of info about the Greek Myths which will typically give you a clue how to progress.

However, if that's of no use, all is not lost because you can always consult the Oracle. For the lo price of just 5 points off your score, she'll provide you with a clue on how to get out of your current predicament.

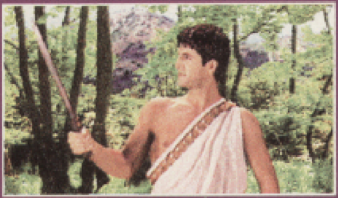
If that doesn't help, you can then ask for another, more explicit hint. And another. And another. And another, until eventually she gives you a step-by-step solution to the problem at hand. (Incidentally, hard-core adventurers with weak wills will be pleased to know that they can turn the Oracle off if they fear that they won't be able to avoid temptation.)

Because of this and its wealth of information about the Greek Myths, Wrath Of The Gods would make quite a good 'edutainment' title for the kids were it not for two things. Firstly, it's *veeeery* slow at times. Although the game will run with just 4Mb of RAM, I wouldn't recommend it unless you play games to grow old slowly while looking at an egg-timer icon. And even with 8Mb on-board it doesn't exactly nip along.

Secondly, do you really want your kids growing up thinking that Grecian castles had signs on their walls saying 'Servants Entrance' and that the ancient Greeks all talked like Bill and Ted or Tony "Yonda lies da cassel ov my fadda!" Curtis in The Vikings? No, I thought not...



Using another branch, the hero uses the stone as a pivot and — after much a-huffing and a-puffing — manages to lift the stone just enough to grab the goodies underneath...



Ah-haa! A mighty sword — what a prize! This will come in very handy later on, when our hero encounters the Hydra! "Baaa!" say the sheep, in a congratulatory manner.

Wrath Of The Gods

MAXIS/LUMINARIA

(071) 490 2333

£44.95 OUT NOW

MINIMUM SPEC

25MHz 386, VGA, 4Mb RAM, CD-ROM drive, Windows 3.1 and mouse.

ALSO SUPPORTS

All Windows-compatible soundcards.

THE GOOD...

- Entertaining and frequently very funny — though often for totally the wrong reasons.
- Almost educational.

...AND THE BAD

- The digitised graphics aren't that brilliant.
- Very slow at times.
- The monsters are *crap*!

Overall

68%

Dean Evans swoops across the hills of France in Domark's add-on disk for the Flight Sim Toolkit.

World War II D-Day and Midway

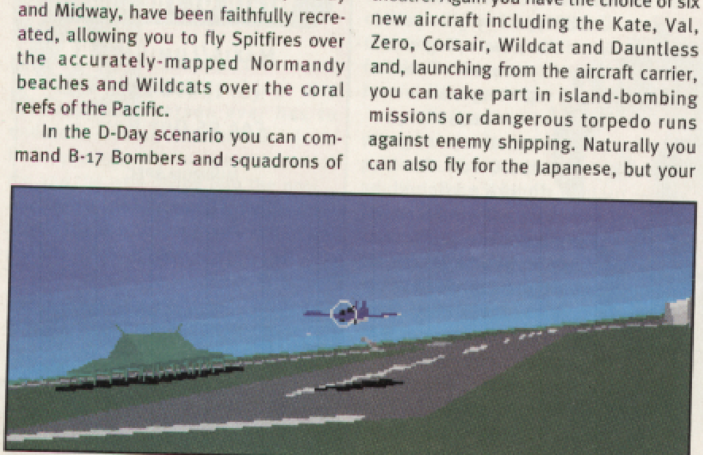
Have you ever wanted to design your own flight sim? I have. But while something like TFX is a little beyond my reach (DID won't lend me its 3D engine), with Domark's flexible Flight Sim Toolkit, even a no-good, programming dumbo like me can bolt together a simple flying game in a couple of hours.

Although developed with FST, World War II: D-Day and Midway is a stand-alone game so you don't have to own the construction kit to play it. As you would expect, the two battles, D-Day and Midway, have been faithfully recreated, allowing you to fly Spitfires over the accurately-mapped Normandy beaches and Wildcats over the coral reefs of the Pacific.

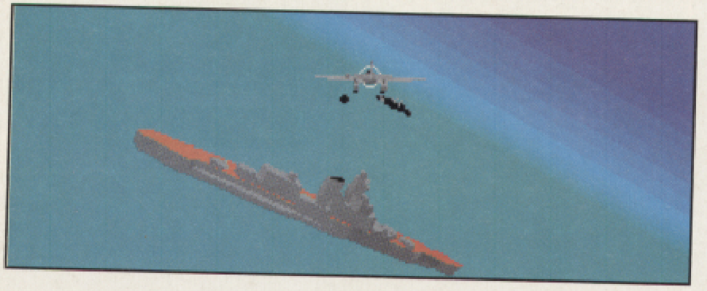
In the D-Day scenario you can command B-17 Bombers and squadrons of Spitfires as the Allied invasion force attempt to establish a beachhead in France. Six new flight models have been created for the game, including the Spitfire, Typhoon and the Mosquito, each of which have their own realistically-modelled cockpit layout.

All of the troop positions are historically accurate too and, if flying for the RAF is a little too traditional, you can also take to the skies in a Me-109, attacking the fragile Allied landing craft and dodging the AA fire from the attendant British battleships.

At Midway, the second game, you can re-enact one of the greatest — and bloodiest — battles fought in the Pacific theatre. Again you have the choice of six new aircraft including the Kate, Val, Zero, Corsair, Wildcat and Dauntless and, launching from the aircraft carrier, you can take part in island-bombing missions or dangerous torpedo runs against enemy shipping. Naturally you can also fly for the Japanese, but your primary aim is to fly for the Yanks, rescuing the outnumbered US forces and swinging the balance of the war back towards the good guys.



(Above) A Wildcat climbs up from the runway in one of the earlier FST Midway missions while a Japanese Val (below) attempts a terribly risky bombing run against an American battleship.



If you don't already own FST, this World War Two pack also features limited access to the Toolkit's world and model editor, so if you've been wondering how Domark's flight sim construction kit actually works, you can experiment for yourself; raising and lowering land and tweaking the game objects.

For existing FST owners, D-Day and Midway contains hundreds of new shapes and objects including tanks, battleships, landing craft and the new aircraft that I mentioned earlier. In addition, the pack now allows you to incorporate sea-based carrier landings into your FST games, and also features a new 'bomber' flight class and a brand new 'torpedo' weapon class.

While on it's own D-Day and Midway cannot hope to compare with the likes of Pacific Strike and 1942: Pacific Air War, at the bargain price of £14.99, it's a cheap way to buy a flight sim and a good introduction to the mechanics of the Flight Sim Toolkit package.

By today's standards, the two games aren't exactly stunning, but although the graphics are heavily polygonal and the sound isn't that great, the planes handle very well, the military detail is excellent and the games move smoothly even on a 386.

But for those of you who are already knee-deep in FST aircraft carrier models and AA battery statistics, D-Day and Midway is an essential buy. Creating new and realistic models is a time-consuming process and, with a library of over 100 new World War II objects, this add-on disk not only shows what can be achieved with FST but makes creating your own historical flight game a whole lot easier.

So, if you're a newcomer to FST, don't be put off by the rudimentary graphics — the game engine was designed for speed and flexibility, not prettiness. If you're looking for a good World War Two flight sim, obviously you'd really be better off buying something like Pacific Air War or Overlord.

But if you've ever wondered what this FST business is all about, at the low, low price of £14.99 not only do you get two FST-built flight games, but this is a whopping great advert for the FST package.

WORLD WAR II D-DAY AND MIDWAY

DOMARK/SIMIS

(081) 780 2222

£14.99 OUT NOW

MINIMUM SPEC

33MHz 386, VGA/SVGA, 4Mb RAM, 5Mb of hard disk space, Windows 3.1 and mouse.

ALSO SUPPORTS

Joystick; Sound Blaster and Ad Lib soundcards.

THE GOOD...

- Shows just what can be done with Domark's Flight Sim Toolkit package.
- Existing FST owners get over 100 new shapes and two different weapon classes to add to their libraries.
- It's only £14.99.

...AND THE BAD

- Compared to the Gouraud-shaded loveliness of modern flight sims, D-Day and Midway looks horrendously dated.
- While the FST package may well be flexible, it isn't as smooth or indeed as polished as it could be.

Overall

75%

ADDICTION WARNING

"After two minutes, I was hooked..the manic nature of Vital Light makes for a very enjoyable game indeed..the gameplay is great. If tricky. And hard"
Amiga Action

"Without doubt one of the most addictive games I've played since Tetris on the Game Boy. Slick presentation, finely tuned gameplay and an unusual twist make this one to watch out for if you like your grey matter to be excercised as much as your trigger finger."
The One

"One of the most infuriatingly addictive games to appear on the Amiga"
CU Amiga

Cover disks on The One and Amiga Action.

Available for £29.99.

VITAL Light

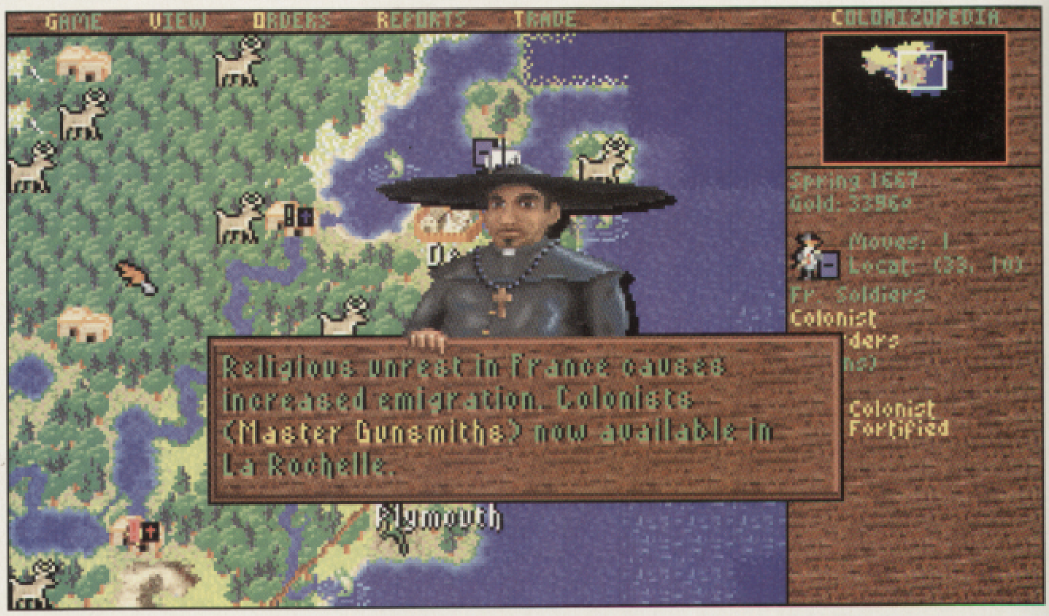
A500 A600 A1200 Sept 22 • CD32 Sept 22 • PC Windows Oct 13

PURE ADDICTION

MILLENNIUM

Colonization

Dean Evans sets sail for the New World in Sid Meier's follow-up to Civilization.

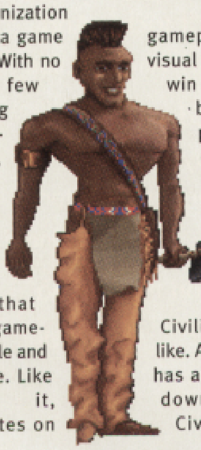


Religious unrest in France causes increased emigration. Colonists (Master Gunsmiths) now available in La Rochelle.

In Colonization you must ship your colonists over from Europe — you can't just 'manufacture' units like you did in Civilization.

These days your average PC mega-blockbuster usually comes complete with Gouraud shading, ray-tracing, Voxel Spacing, texture mapping, cutscenes and a CD-quality soundtrack. On top of that you can also add real-time polygon generation, digital sound sampling, Full Motion Video and Mark Hamill, who's probably doing the voice-over.

But not so with MicroProse's Colonization. You can forget your fancy programming techniques and orchestral iMUSE soundtracks, Colonization has the look and feel of a game produced five years ago. With no flashy visuals and very few sound effects, if Wing Commander 3 cost a massive $4 million to make, then Colonization looks like it's been knocked up in a couple of evenings for less than a tenner.



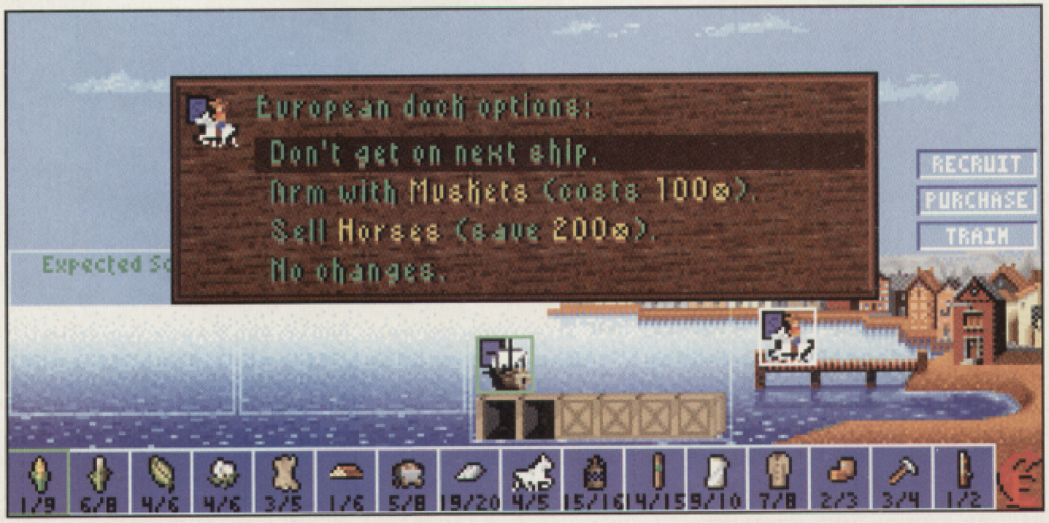
But scratch the surface and you'll find that beneath the bland, wargame-style graphics lurks a subtle and absorbing strategy game. Like Civilization before it, Colonization concentrates on gameplay rather than unnecessary visual cosmetics. Admittedly it won't win any awards for its prettiness, but there's enough top-quality playability crammed inside it to outlast any of this year's big-name PC games.

But before all you Civ fans go wild with excitement let me say that Colonization isn't Civilization 2; it's actually more of a spin-off — a Civilization one-and-a-half, if you like. As you can see, creator Sid Meier has again opted to employ the top-down map viewpoint as used in Civilization, and while at first glance nothing much seems to have changed, the game mechanics are very different indeed.

Rather than taking command of Genghis Khan and rampaging wildly across the globe decapitating innocent peasants, Colonization is concerned with colony management. The game is about the discovery and development of the American continents during the period 1500-1800 — the colonisation of the land the Europeans called the New World. It's not Sim Pilgrim or anything like that, but the focus of the game differs greatly from Civ, and Colonization now concentrates in detail on the functions of the individual towns.

Choosing to play as either the French, Spanish, Dutch or English settlers, you start out with a single Caravel, bobbing about on the Atlantic Ocean. Your crew — a unit of colonists and a unit of soldiers — are restless, suffering from scurvy and other unmentionable bodily complaints. They are just about to lynch you when the look-out screams... "Land ho!"

Like Civilization, it's important to establish your colony on a good site, and once you make landfall factors like available farming land and natural resources (i.e. forests to provide lumber and vital ore deposits) must be taken into consideration. Then, once you're



European dock options:
Don't get on next ship.
Arm with Muskets (costs 100).
Sell Horses (save 200).
No changes.

Back in La Rochelle the french Caravel is about to set sail. Here you can purchase vital goods and take any units waiting on the dock.

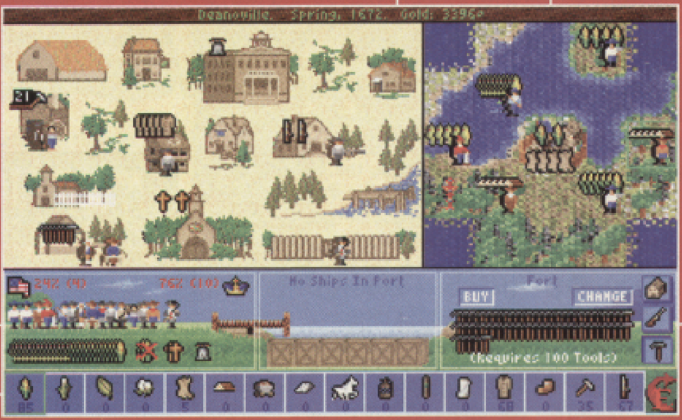
It's a bit like...

...Civilization, which you can now buy in two versions — the original DOS version and the visually tweaked one for Windows. Unlike Colonization which revolves around the discovery of the new world, Civ puts you in command of a young nation and your aim is to destroy the computer-controlled opponents, build big cities and colonise Alpha Centauri. Simple, eh?

In Deanoville, the economy is chugging along very nicely, thank you very much. Once you assign your colonists to a certain profession they appear on the town map with icons representing the amount of goods they are producing. For example, as I'm building a fort I've put everyone in the smithy to manufacture tools, even the petty criminals.

As your colony expands you'll need to initiate intensive farming and lumber programmes. Using this colony map, you can assign your farmers, fishermen and lumberjacks to different areas of land, ensuring that they exploit the natural resources and get as much out of the land as possible.

The right hand display shows your current population and the amount of food and liberty bells you are producing. Converting some of your colonists to statesman creates these liberty bells, which in turn convert your colonists from true-blue royalists into rebellious republicans. You've got to have three-quarters of the population behind you before you can declare Independence.



With this display you can keep an eye on the progress of your construction programme, check your warehouse stores and change the orders for your defending troops. As you can see the construction of a fort requires 100 tools and as I've only got 35 remaining, I'm manufacturing them like crazy in the town. Building dedicated buildings like tobacconists, rum distilleries and cotton mills increase your production and provide you with more goods to ship back to Europe.

During the course of the game, your colony will produce various goods and foodstuffs and your current stores of food, cotton, lumber, horses, tobacco, coats and guns are shown on this handy information bar.

happy with the bit of America that you're now going to call home, you simply found your colony, call it a suitably silly name and settle down for a hard eight months of solid playing.

Unsurprisingly, Colonization is extremely complicated and even if you're a Civ veteran with months of looting and pillaging under your belt, it will still take some time to get used to the way the new gameworld functions. For starters, Colonization concentrates on colony management and one of the first things you discover is that your fledgeling town doesn't grow and expand like a Civilization town does.

New units cannot be 'manufactured' like they were in Civ. Instead, colonists must be *shipped* over from Europe and put to work. Any new recruits can then be trained to do a particular job, i.e. farmers, lumberjacks, soldiers, etc, but most will already be skilled in a particular profession. So if your colony needs a fisherman you seek out a bloke who's good with a rod and reel. If you're running short of lumber you just put in an ad for a man who likes wearing checked shirts and is a bit handy with an axe.

Of course, it's not quite this easy. New colonists trickle over from Europe very slowly and you soon find that although you desperately need a master woodsman to supply your construction efforts, all you actually end up with is a keen tobacconist or someone who's good at growing sugar. The solution is to reassign their jobs and, with your primary needs revolving around food and wood production, suddenly everyone becomes a farmer or a lumberjack.

Once you've got enough food to support yourself and you've made friends with the Indian tribes, you've got to begin to expand your colony. New buildings (warehouses, distilleries, etc) can be constructed over a number of turns like their Civ counterparts, but each requires a number of 'tools' before it can be built.

To make these tools you've got to have a talented blacksmith and, if your colony is a little short-staffed, it means pulling someone off of another job and retraining them. This in itself creates some interesting problems. Can you afford to cut down on wood production to build a new warehouse? If the Indians attack can you spare a farmer or a blacksmith to become a soldier to defend your town? The early stages of the game require some shrewd resource management if you're to survive.

But when your colony is finally up and running, you can attempt to start making some money. As you build tobacconist shops and distilleries you can start to produce your own goods which can then be sold back in Europe for a sizeable profit. The money can then either be used to purchase vital raw materials or to train and equip specialised colonists like fur trappers and veteran soldiers.

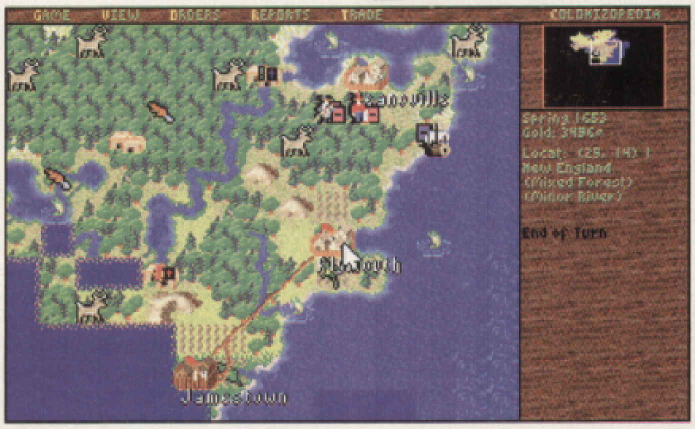
However, the more successful you become, the more the land of your birth taxes you. And while bowing in deference to your European masters is advisable at first, when the tax rate becomes extortionate you'll reach a point where you'll want say shove it and prepare for war.

In Colonization, gaining independence from the mother country wins you the game and this involves expanding your colonial presence, defeating the three computer-controlled enemies and converting your populace to Republicanism.

Then, once you've declared Independence you've got to beat back a final attack from Royalists in your old country who are naturally embarrassed by the whole situation, and want to see the rebellion crushed and your head on a silver platter.

All in all, Colonization is a massive game — complex, strategic and, while not brilliantly original, sufficiently different to Civ and certainly just as challenging.

But although this time the towns are drawn with a bit more detail, the icons are a tiny bit more intricate and there are some attractive water-colour stills, Colonization isn't the best-looking game I've ever seen.



Spring 1653
Gold: 3496
Locat: (29, 14) |
New England
(Mixed Forest)
(Minor River)
End of Turn

You'll spend a lot of time on this screen, moving your units and exploring your new home.

To be blunt, despite the visual tweaks it looks horrible and even though it's an absorbing, enormous game with more playability than all the titles in the Virgin Top Ten Chart combined, I still can't make up my mind whether Colonization is going to be the monster smash that MicroProse hope.

At times the gameplay is slow and deathly dull and, like Civilization, Colonization is a game that you'll either get happily lost in for months or completely bored and underwhelmed by in a couple of hours. Personally, I liked Colonization. I developed my colony, I farmed, I fought and I traded. But even though it's a very well-structured strategy game and it's even got a network mode so you can play against your friends, after two weeks play I'm now completely bored with it.

But if you've loved Civilization then I can confidently say that you'll love Colonization. It doesn't jump up and grab your attention with flashy graphics and funky soundtracks, it's a game that you have work at and persevere with. Colonization is the type of game that grows on you slowly. Give it some time and your patience will be fully rewarded. Trust me...

COLONISATION

MicroProse/Sid Meier

(0454) 326532

£44.99 Out Now

MINIMUM SPEC

25MHz 386, VGA, 4Mb RAM and 3Mb of hard disk space.

ALSO SUPPORTS

Mouse; Sound Blaster and Ad Lib soundcards.

THE GOOD...

- Absorbing, engaging, challenging and massively enormous.
- The gameplay isn't just a straight rip-off of Civilization — this time you have to manage a whole colony.
- If you've got a network you can also play against your friends.

...AND THE BAD

- It isn't much of a looker.
- Sound? What sound?
- The gameplay can be repetitive and deathly dull at times.

Overall

85%

Alex Fraser discovers that moving blocks can be fun. For a couple of minutes, anyway...

Clockwiser

Kids 'n' blocks — they love 'em! Well, perhaps not always, but considering the success of things like Tetris and Rubik's Cube, you should never underestimate the power of a puzzle game. If you think about it, had Lemmings been presented in a different way, it too would be classed as a pure puzzle game and perhaps treated in a very different way.

And with this pointless thought in mind, we turn to Clockwiser; a simple puzzle game which, though not exactly revolutionary in concept, certainly offers something a touch more attractive than the average puzzler.

Clockwiser is a simple game of 'follow the leader' where, by manipulating a bunch of similar blocks on the left side of the screen, you have to match a pattern of blocks shown on the right. To do this you use your mouse to pull a field around the blocks you want to move (just imagine 'boxing out' files in Windows) and then you rotate the blocks in either a clockwise or anti-clockwise cycle. And, er, that's it.

Of course, though things start off incredibly simple, the learning curve starts to pop its head round the corner after a few levels, introducing 'special' blocks with 'special' properties. The most basic of these 'specials' are coloured blocks and, though it may seem simple in theory, once you start getting bullied around by gravity (which causes any blocks floating in mid-air to tumble ground-wards), you're forced to start thinking ahead before trundling all the little fellas off around the screen.

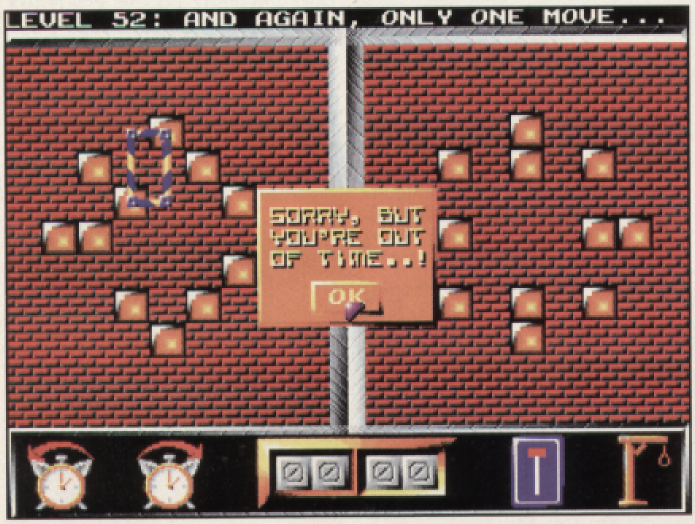
Next up come such beauties as diamonds that multiply in a Boulderdash fashion (anybody remember that? Good...) whenever dropped for more than a couple of blocks, as well as bombs that destroy any adjacent items when dropped. As you might imagine, once you start getting levels containing both items, you need to employ some severe object management if you want to end up with the right amount of blocks and diamonds.

As already mentioned, gravity plays its part in Clockwiser but, being the clever chaps that they are, developers Rasputin have even included anti-grav tiles that muck up that as well. This leads to complete brain overload, as you have to start moving the anti-gravs around to allow your normal tiles to drop — unless, of course, they're bombs or diamonds in which case you... er... oh well, let's just say that it all gets very confusing after about Level 25.

Complements go to the game for making a basic idea fun, along with points for attractive (if simple) presentation throughout, sharp colourful graphics and dinky tunes. Other than that, Clockwiser's success or failure depends on how long you think you'll keep coming back for more.

Though I played through to about Level 24 on my first go, I'd be lying if I said that I couldn't wait to get back into it. You also start to suffer from a little known mental disorder called "Oh, I can't be bothered to think about this, I'll just shuffle everything about a bit and see what happens" once you get to the seemingly impossible levels.

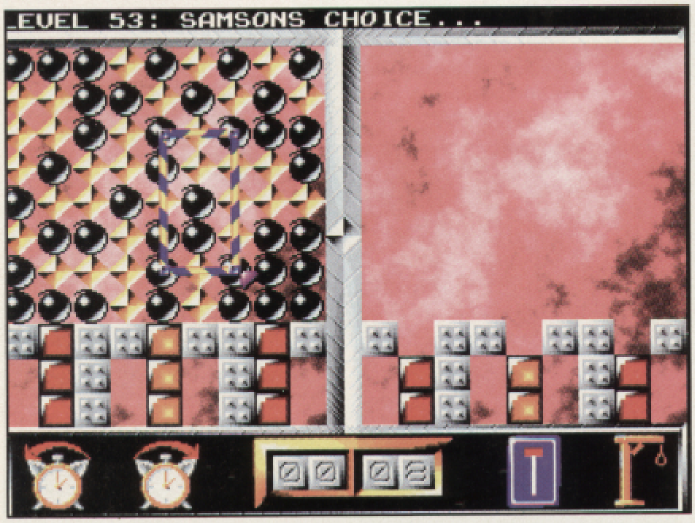
So, I'm left in a quandary; do I give credit to a puzzle game that really does seem to have made the effort, or do I warn you away from what can be a potentially repetitive and frustrating game? Well, ultimately only you know whether you enjoy games of this genre or not, and all I'm really prepared to say is that if you've previously enjoyed puzzle games of this nature, you could do a lot worse. A hell of a lot worse.



LEVEL 52: AND AGAIN, ONLY ONE MOVE...

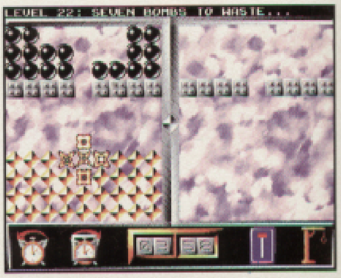
SORRY, BUT YOU'RE OUT OF TIME..!

Although this looks like a very easy level to solve (and it is), you only have two seconds to do it in. Yes, that's correct — *two*.



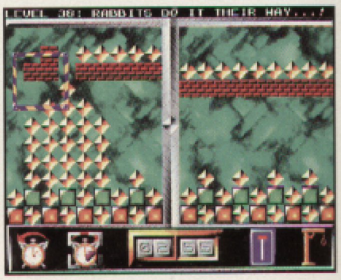
EVEL 53: SAMSONS CHOICE...

When the levels start getting this complicated, the hard part is knowing where to begin. The best advice is not to rush in and start block-rotating before you've had a think about it — although, in practice, that's normally what you end up doing.



LEVEL 22: SEVEN BOMBS TO WASTE...

Each level's title occasionally gives you a clue on how to complete the puzzle.



LEVEL 38: RABBITS DO IT THEIR WAY...

When the diamonds come into play, things can get out of hand very quickly...

Clockwiser

RASPUTIN/TEAM HOI

(0438) 840004

£15.95 OUT NOW

MINIMUM SPEC

16MHz 286, VGA and 4Mb of hard disk space.

ALSO SUPPORTS

Sound Blaster, Ad Lib and Gravis Ultrasound soundcards.

THE GOOD...

- Bright, attractive, and inventive.
- An excellent learning curve.
- Original control method.
- Includes a level editor if you just can't get enough.

...AND THE BAD

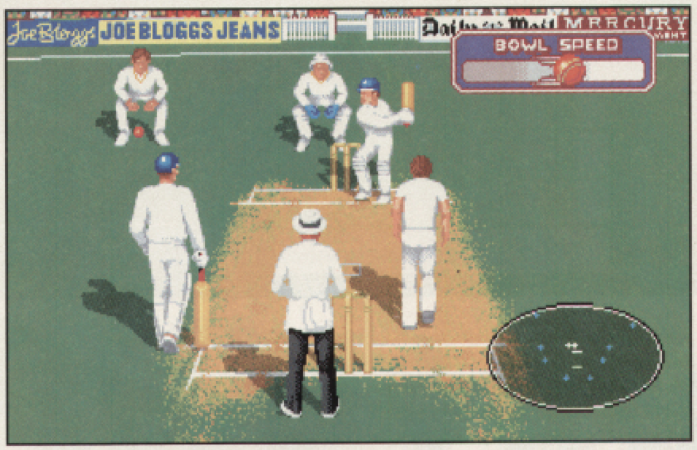
- After 30 levels, who needs 70 more?
- The block-shifting gameplay is a tad on the repetitive side.
- Not something you'll want to play over and over.

Overall

71%

Dean Evans steps onto the back foot and hits Audiogenic's cricket game for six.

Brian Lara's Cricket



If you sat and watched the recent England versus South Africa test series, you'll appreciate that cricket is an extremely difficult sport to simulate. The main problem is that not much actually happens. Oh, there's lots of running back and forth and the occasional thwack of leather against willow but, on the whole, hours can slip slowly by without any real action whatsoever ever occurring.

Like Graham Gooch's Cricket, Brian Lara's Cricket — which, by the way, is *exactly* the same game but with a different name slapped on the box — captures all this 'excitement' perfectly. The game gives you the chance to play any of the world's top cricketing nations and, using some nicely drawn 3D sequences, it allows you to get right out there onto the field to bowl, bat and even lose by an innings and six wickets like a true England captain.

The interface is extremely basic. Bowling is a simple matter of positioning a target 'square' roughly where you'd like the ball to land and then hammering the left/right cursor keys as fast as you can to build up some bowling speed. For spin and seam bowling the process is the same but the maniacal keyboard pounding adjusts the amount of spin and swing you put on the ball.

Batting is just as easy and, while the bowler makes his run-up, you can elect to play any one of eight shots including cover drives, square cuts and defensive pushes. Of course, you still have to time your delicate keystroke to perform a shot approaching anything like David Gower perfection.

On the whole, Brian Lara's Cricket isn't a bad game and although it's immensely dull at times, it's initially engaging and the two-player mode is almost a lot of fun. In the long-term, however, it's about as adrenalin-pumpingly exciting and nail-bitingly thrilling as an episode of EastEnders. Unless you're a real cricket nut, the game's not really worth its asking price — especially as it's just the old Graham Gooch Cricket game, quietly renamed and repackaged. Naughty, naughty Audiogenic...

BRIAN LARA'S CRICKET

AUDIOGENIC

(081) 424 2244

£29.99 OUT NOW

MINIMUM SPEC

25MHz 386, VGA and 2Mb of hard disk space.

ALSO SUPPORTS

Mouse; Sound Blaster and Ad Lib soundcards.

THE GOOD...

- It's as pulse-poundingly exciting and as heart-stoppingly thrilling as real cricket...

...AND THE BAD

- ...which means that it's deathly dull and incredibly tedious — Just like real cricket, in fact (and I *like* cricket before you say anything).

Overall

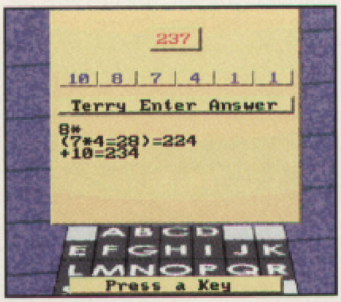
51%

Vowel, consonant, consonant, vowel... Dean Evans gets to grips with TV's anagram quiz, Countdown.

Countdown

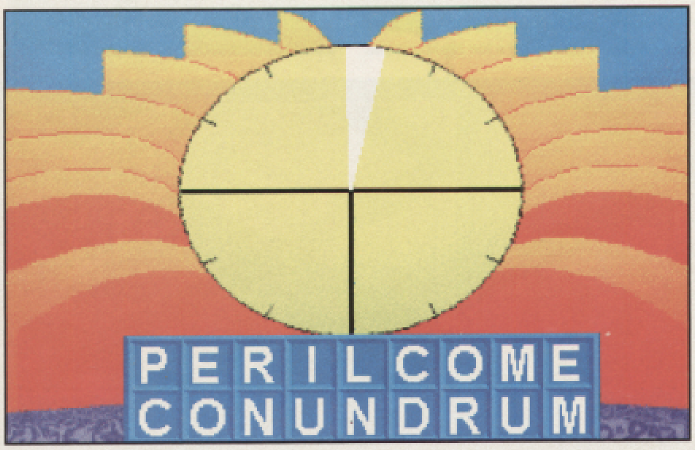
"At last," says the box blurb, dramatically, "now you can enjoy the thrills and spills of Countdown, even when the programme is off the air..." I beg your pardon? Thrills? Spills? Look, I've watched Countdown on Channel 4 and it's about as exciting as a rave in a library. It's a quiz — thrills and spills are reserved for Arnold Schwarzenegger movies and roller-coaster rides at Alton Towers not for game shows where points are won and lost on your ability to make a six letter word from YOLBJILKA.

If you've absolutely no idea what I'm on about, then you've obviously missed out on the whole Countdown phenomenon. Countdown is a quiz game for the intellectual, and challenges two contestants to choose nine letters at random and to make up the longest word possible from them. And if this wasn't exciting enough, every two rounds the contestants also choose six numbers at random and must add, subtract, multiply and divide them to get to a certain total.



It's all very simple. Whoever has the longest word claims the points and the whole half-hour contest reaches an 'exciting' climax with the Countdown Conundrum, a nine-letter anagram worth a colossal 10 points to the clever-clogs who solves it first.

Countdown is a faithful copy of the TV show, and the only advantage that it has over playing with assorted Scrabble letters and a stop-watch is that you can play it on your own against the computer. The graphics are rudimentary and the sound is little more than adequate, but with three levels of difficulty, digitised speech and even the famous Countdown theme music, if you're a rampant Countdown fan then you might get half-an-hour or so of fun out of this. But note that I use the term 'fun' in its loosest sense.



COUNTDOWN

LOCKTON /IN-HOUSE

(0932) 350012

£24.99 OUT NOW

MINIMUM SPEC

16MHz 386, VGA and 10Mb of hard disk space.

ALSO SUPPORTS

Mouse; Sound Blaster soundcard.

THE GOOD...

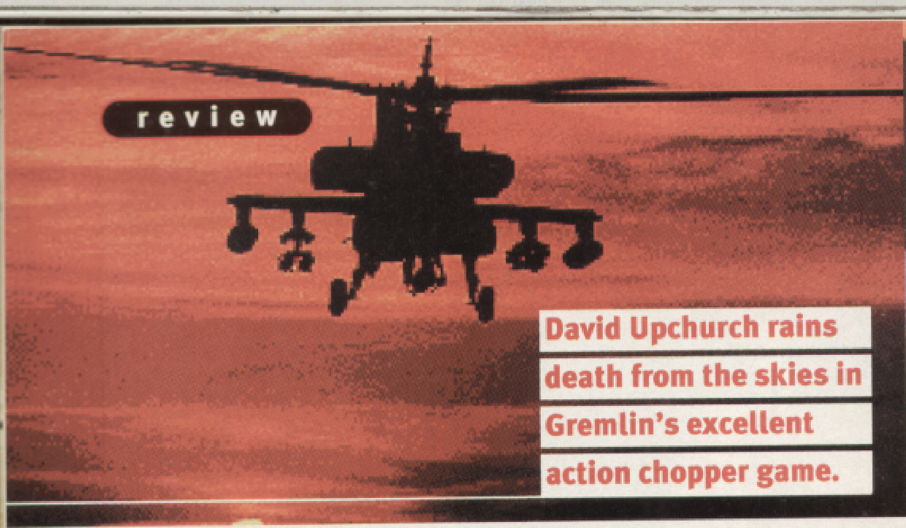
- Er, I really can't think of anything at the moment.

...AND THE BAD

- No Richard Whitely, no Carol Vorderman, no atmosphere, no depth of gameplay... do you get the idea or shall I continue?

Overall

34%



David Upchurch rains death from the skies in Gremlin's excellent action chopper game.

Desert Strike

There's trouble brewing in the ever-volatile Middle East. An insane terrorist leader by the unlikely name of General Kilbaba has seized control of a small but oil-wealthy Arab Emirate, creating a highly unstable situation that could all-too-easily start World War III.

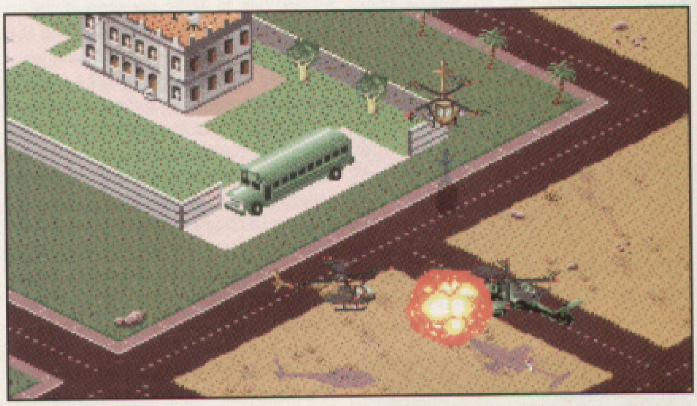
Not wishing to inflame matters further, the President of the United States decides against an all-out military strike, and opts instead to send in a single Apache chopper on stealth strikes against major strategic targets, the idea being to gradually wear down Kilbaba and his fanatical followers and eventually force a retreat.

Well, that's the theory, but which mug is going to be brave enough to do it? Not the President, sadly — he'd *love* to go, but he's got some *really* important papers that he just *has* to sign. Or something. Any other takers? Oh dear, is that *your* hand I see raised...?

Does this scenario sound a little, well, *familiar*? It should do — it's very similar to a little *fracas* we had with Saddam Hussein a few years back called the Gulf War. To be honest, I feel a little uneasy about software companies turning bloody conflicts during which thousands of lives were lost into gung-ho shoot-'em-up entertainment, but even so I've got to admit that as a game Desert Strike is terrific stuff.

Originally released by Electronic Arts on the Sega Megadrive, it's taken *three years* for Desert Strike to finally appear on the PC via a sub-licensing deal with Gremlin. Fortunately, plot aside, the game has aged incredibly well. Indeed, I can't think of any other PC shoot-'em-up that offers the same incredibly addictive blend of action, tension and — yes! — even strategy.

Desert Strike offers the player four campaigns to tackle, each set in a different part of the beleaguered Arab Emirate and each consisting of six or so missions/stages. You can, in theory, tackle the missions in any order you want, but it's generally not a good idea because the enemy are *very* intelligent and *very* well-equipped.

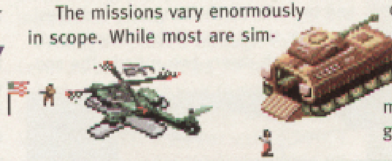


In the third campaign things really hot up when you get attacked by enemy choppers.

In the first campaign, for example, your overall objective is to establish air superiority in the region by destroying a couple of airfields. However, before you do this you're advised by your commander to take out the early-warning radar stations and the local power generator. Now, you could ignore this advice and fly straight to the main target — trouble is, the enemy airbases will know that you're coming and double their attacks against you. Result? One scrapped chopper and a trip home in a body-bag.

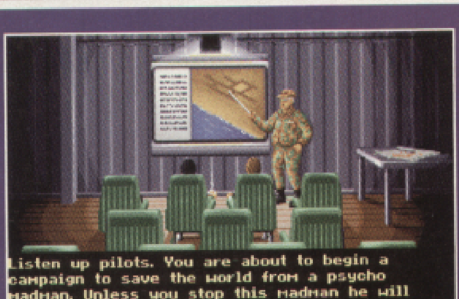
The missions vary enormously in scope. While most are simple 'Go here and blow this up'-style affairs, others will require you to, say, blast open a POW camp and airlift the freed prisoners to safety or to pick up a secret agent lost behind enemy lines. It's all gripping stuff.

However, before you can get in the air, you must first select a co-pilot to accompany you. Picking the right man (or woman) for the job is vitally important, because the co-pilot operates the cannon and missile controls. Unlike most shoot-'em-ups, you don't have to precisely aim your fire — instead, your co-pilot will pick the most appropriate enemy nearby and target it for you.



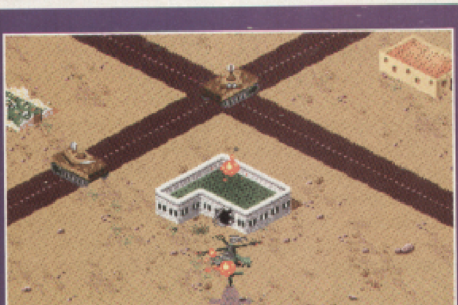
The World's *Favourite* Airline...

At UpchurchAir, we offer really, really great adventure holidays at really, really great prices in a variety of exotic locations worldwide. Hi, I'm David — fly me...

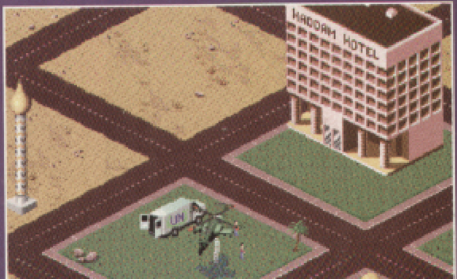


Listen up pilots. You are about to begin a campaign to save the world from a psycho madman. Unless you stop this madman he will start world war III, or even worse...

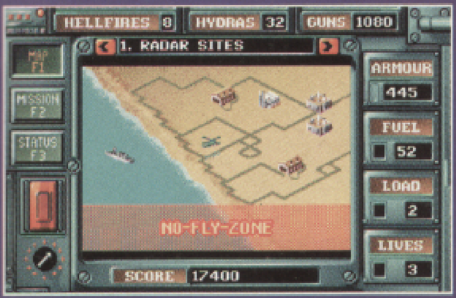
On arrival at your holiday destination, you'll be greeted by one of our reps who'll brief you on available excursions...



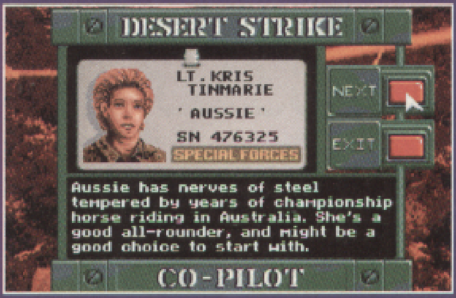
Why not visit the prison, where you can attempt an exciting POW rescue while under fire from tank-driving locals?



Alternatively, maybe flying deep into the heart of a city and trying to airlift UN officials to safety is more your cup of tea?



Throughout the game you'll need to constantly refer to this info screen to keep tabs on your fuel and ammo levels.

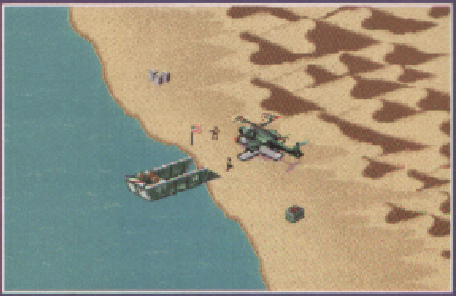

DESERT STRIKE

LT. KRIS TINMARIE
'AUSSIE'
SN 476325
SPECIAL FORCES

Aussie has nerves of steel tempered by years of championship horse riding in Australia. She's a good all-rounder, and might be a good choice to start with.

CO-PILOT

Before each campaign you have to choose a co-pilot to fly with you, each of whom has their own plusses and minuses.



Rescuing hostages is not only good for your soul — when you drop them off back at base your armour gets increased.

BIO LABS INC

The co-pilot also operates the winch, which is used to haul people up into the safety of the chopper, and also to pick up the supplies of extra ammo, fuel and armour that you occasionally find.

Each potential co-pilot has their own set of strengths and weaknesses, so while one co-pilot may be good at aiming the cannon, on the downside he may be a bit slow on the winch. Alternatively, another co-pilot may fire faster than the rest, but have a tendency to get over-enthusiastic and accidentally shoot friendly troops. Choices, as they say, choices...

One pre-campaign briefing later and you're finally into the game. Although I've referred to Desert Strike as a shoot-'em-up, to be honest it's hardly a fair description — at least, not in the traditional 'brain off, autofire on' sense anyway. It's a far cry from, say, Team 17's Project-X, that's for sure, in which there are scores of weak aliens that can be taken out with one salvo from your massively powered-up spacecraft.

In Desert Strike, the enemy are less numerous but frequently capable of taking you out of the sky with just a couple of shots. Because of this combat tends to be brief but incredibly tense, with the player forced to creep slowly around the isometric-3D landscape in an attempt to find the best angle of attack on the enemy's heavily-protected installations.

Your Apache is equipped with a limited supply of cannon rounds and an even *more* limited supply of Hydra and Hellfire missiles, so your first few hours of play are typically spent finding out when and where it's best to use your scarce resources — after all, while it's fun using your precious Hellfires to blow up a few enemy encampments, it's not-so-enjoyable when you encounter a thick-skinned tank and discover your missile tubes are empty.

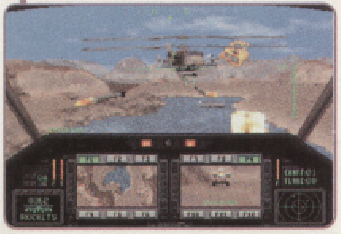
You really can't turn your brain off for a second — as well as carefully planning your attacks, you have to keep constantly checking your ammo and fuel levels, deciding whether to push on to the next target or to make a detour and locate an enemy supply depot to plunder. This 'resource management' element of the game could so easily have become a chore, but thanks to the game's tight-as-a-drum design it simply adds to the tension.

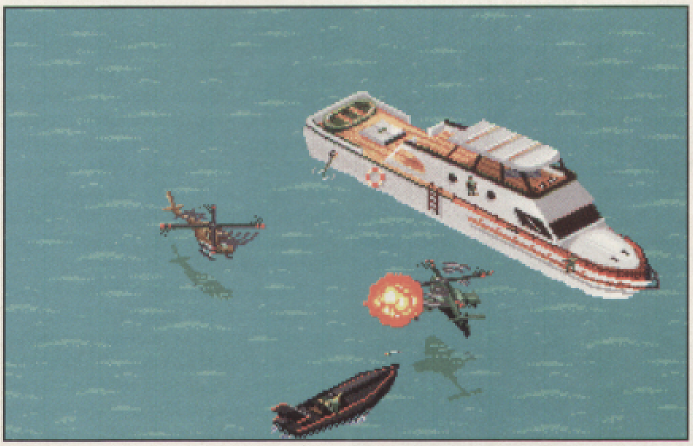
Perhaps because of the game's console origins, the only aspects of Desert Strike that disappoint are its graphics and its sound; the sprites, landscapes and cut-screens have a messy, rough-edged, 'pixelly' look about them, while the missile roars and explosions lack sufficient 'oomph' — and the less said about the pathetic 'putt-putt' of the Apache's cannon, the better...

True, they serve their purpose well enough (just about), and once you're engrossed in the game such cosmetic faults become less and less important, but all the same they detract slightly from what is otherwise a truly excellent game.

It's a bit like...

...Comanche: Maximum Overkill. Both games are helicopter-based all-actioners, but while Comanche offers an exciting and realistic-looking — if slightly blocky — 3D terrain to explore, Desert Strike, on the other hand, offers a surprising amount of intellectual depth and variety of gameplay.





Just flying straight into the middle of enemy hotspots and attempting to blast your way out of any trouble is not a good idea — your Apache's armour is woefully thin.

DESERT STRIKE

GREMLIN/ELECTRONIC ARTS

(0742) 753423

£34.99 OUT NOW

MINIMUM SPEC

25MHz 386, VGA, 1Mb RAM and 6Mb of hard disk space.

ALSO SUPPORTS

Joystick; mouse; Sound Blaster, Ad Lib and Roland soundcards.

THE GOOD...

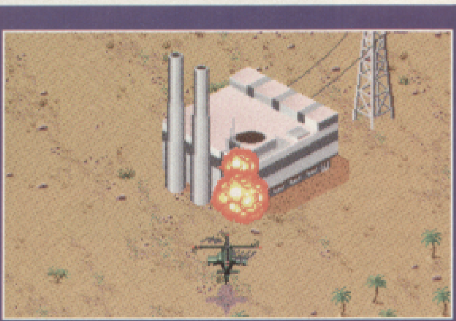
- Superb, high-tension action with loads of variety.
- Success depends as much on brains as brawn.
- Excellent and very realistic control over the chopper.

...AND THE BAD

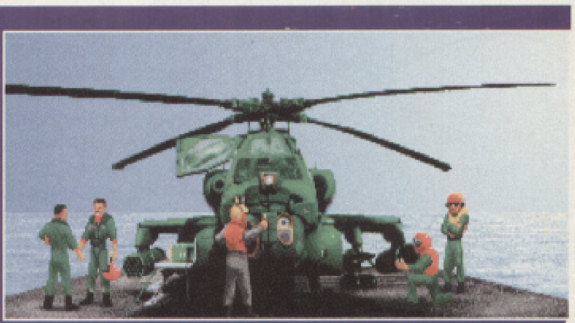
- It's not the best-looking or greatest-sounding game ever.
- Can get frustratingly tough at times.
- Slightly distasteful "ripped from today's headlines" scenario.

Overall

86%



Lovers of wanton destruction won't be able to resist the once-in-a-lifetime opportunity to blow up a major power station!



After every trip you'll have the chance to relax and unwind with your new friends on UpchurchAir's own private warship!

Manchester United
Premier League Champions

'Come on you blues!' Dean Evans won't support Man Utd despite playing Krisalis' new footy game.

Like Jif, Mr Sheen and Shake 'n' Vac, the Manchester United team have fast become household names. Okay, they can't give wood a deep, long-lasting shine or bring the freshness back to your carpets, but Giggs, Cantona, Ince et al play great football (so I'm told), score dazzling goals and have won back-to-back Premiership titles and the FA cup.

In short, they're pretty damned good and all credit to Krisalis who snapped up the Manchester United game licence last year. True, under the gloss MUPLC is just another game where 22 guys kick a ball around a variety of weather-worn pitches, but a good endorsement means everything — I mean, would you consider buying Everton: Just Avoided Relegation But Used To Be Quite Good? Or how about Crewe Alexandra: Third Division Champions? Somehow I don't think so.

But despite the fact that the game is chock full of Man Utd logos and features digitised shots of the players, you don't have to be a fan of the Red Devils to get the most out of it. In fact, if you support mighty Barnsley, the awesome Dover Athletic or powerful Northwich Victoria, you can choose to dump Man Utd in the Premier League wastebasket and steer the team of your choice to the dizzy heights of league and cup glory.

Unlike many football games, MUPLC includes all the football teams that were present in not only the Premier League but in the three Endsleigh divisions and the GM Vauxhaul Conference as well. In fact, even if you fanatically follow a non-league village side, they're probably represented as well, complete with all the correct player names and match strips used in the 1993/1994 season.

At first glance MUPLC looks — and indeed, sounds — a lot like the hugely successful Sensible Soccer. Like Sensi, you play with a zoomed-out view of the pitch and, although it doesn't look as fabulous as, say, FIFA Soccer, it does allows you a greater degree of control over the gameplay.

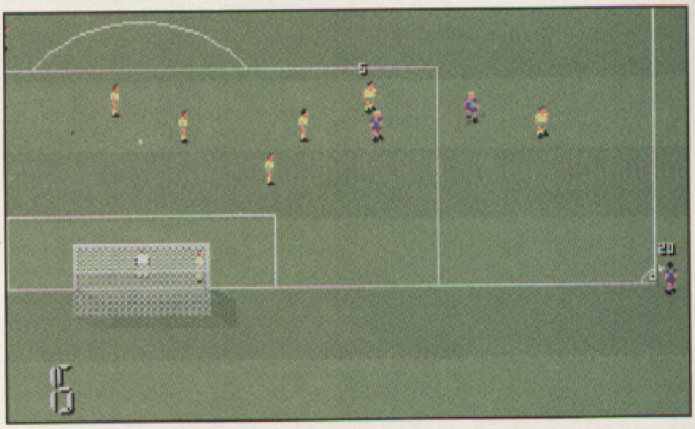
Although the player animation is fairly rudimentary, MUPLC is crammed full of the usual footy features including aftertouch, penalties, free kicks, injuries, bookings and all the incidental chants, oohs and aahs that you'd expect to find in a modern PC football game. Oh, and in the CD version of the game, Krisalis have even included digitised pictures of all the Premier League grounds as well.

But what does set MUPLC apart from the football crowd is Krisalis's patented Tacti-Grid, a zonal system that allows you to specify *exactly* where on the field your players will operate. Bar the usual pre-defined formations, i.e. 4-4-2, 5-3-2, etc, the Tacti-Grid allows you to define and save your own, pushing defenders forward, holding midfielders back and so on. Also, as each individual player has his own particular strengths and weaknesses, you can also designate certain players as free kick specialists or penalty takers.

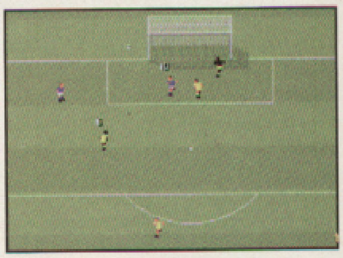
It's all very comprehensive stuff, but even though you can effectively assign yourself an eight-man defence, there are times when all the Tacti-Grid fiddling in the world doesn't appear to help you one jot. Unfortunately the main problem with MUPLC is that it's very difficult to get the hang of, and while it moves more slowly than Sensible Soccer, Krisalis hasn't quite managed to capture the same intuitive control and friendly feel.

It's also extremely difficult to score — most of the games I played in remained either resolutely goalless or ended in dismal 1-0 scorelines. Of course, this could be a reflection on my games-playing skills, but when you're playing Manchester United and you're a goal down to Slough Town in the cup, something is wrong somewhere along the line.

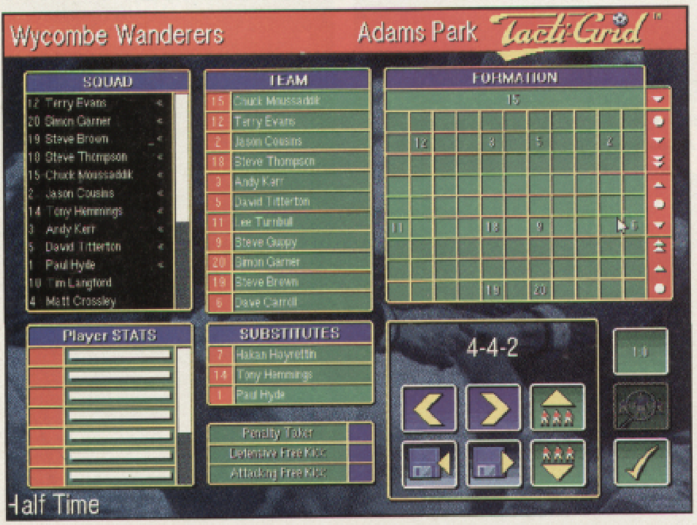
That said, MUPLC is still a good football game, and is much more playable than Sensible Soccer on the PC. Yes, despite what people say, Sensible Soccer PC is bloody awful — it's too fast and bears little resemblance to the superb Amiga original. In comparison, with the Tacti-Grid and the huge number of teams you can choose to control, MUPLC beats it comfortably. It's not the best football game on the PC and the control interface needs a little fine polishing, but it plays a good game of domestic football and, in the end, that's really all that matters.



(Above) Manchester United bears an uncanny resemblance to a certain Sensible Soccer.



(Right) Playing in yellow, Wycombe press home an attack on the Portsmouth goal.



SQUAD
12 Terry Evans
20 Simon Garner
19 Steve Brown
18 Steve Thompson
15 Chuck Moussaddik
2 Jason Cousins
14 Tony Hemmings
3 Andy Kerr
5 David Titterton
1 Paul Hyde
10 Tim Langford
4 Matt Crossley

TEAM
15 Chuck Moussaddik
12 Terry Evans
2 Jason Cousins
18 Steve Thompson
3 Andy Kerr
5 David Titterton
11 Lee Turnbull
9 Steve Guppy
20 Simon Garner
19 Steve Brown
6 Dave Carroll

SUBSTITUTES
7 Hakan Hayrettin
14 Tony Hemmings
1 Paul Hyde

Penalty Taker
Defensive Free Kick
Attacking Free Kick

The Tact-Grid allows you to have more control over team formation and the way that they play.

MAN UTD PREMIER LEAGUE CHAMPS

KRISALIS/IN-HOUSE
(0709) 372290
£29.99 OUT NOW

MINIMUM SPEC

33MHz 386, VGA and 4Mb of hard disk space

ALSO SUPPORTS

Joystick; Sound Blaster soundcard.

THE GOOD...

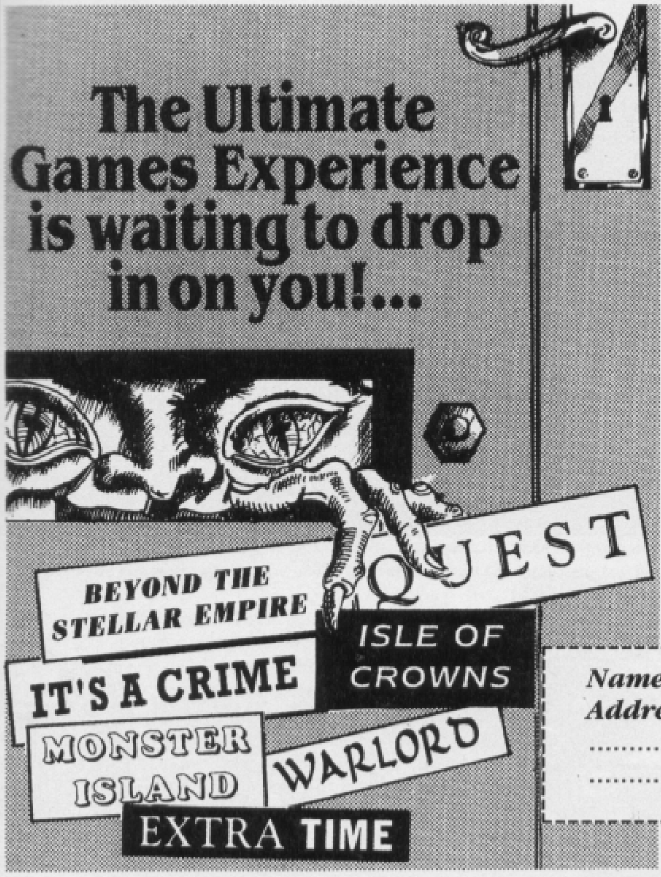
- Slower than Sensible Soccer and much more of a long-term challenge.
- The Tacti-Grid allows you to create your own formations, pushing your players forward, back, left, right, etc.

...AND THE BAD

- It's nigh on impossible to score goals with any regularity — or at all, for that matter.
- Graphically it looks a touch basic compared to the visual delights of EA's FIFA Soccer.

Overall

80%



The Ultimate Games Experience is waiting to drop in on you!...
QUEST
BEYOND THE STELLAR EMPIRE
ISLE OF CROWNS
IT'S A CRIME
MONSTER ISLAND
WARLORD
EXTRA TIME

KJC Games is Europe's largest and most advanced computer moderated Play by Mail Games company. When you join one of **KJC's** games, you enter a sophisticated and exciting 'live' enviroment where you pitch your skills, and your wits against many other **REAL** live opponents from all over the UK and beyond. **KJC** offers a wide choice of games to suit all tastes and interests.... **Science Fiction, Sports, Adventure, Wargames, Street Crime & Fantasy Roleplaying** are all possible in the unique world of **KJC** games.

and...with KJC you get...
New Games being developed all the time...
Colour Rule Books & Training Manuals...
Newsletters & Contact with other players...
plus Friendly Club atmosphere.

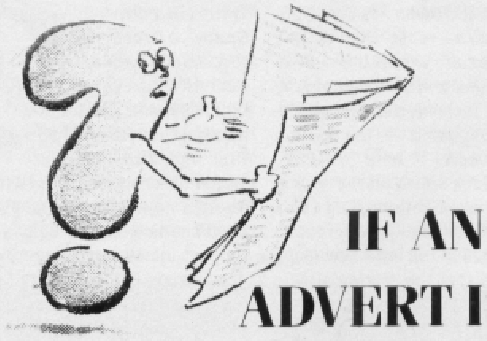
Send now for the latest KJC Info and Free Tasters...
Just complete the coupon below...
You'll be glad you did!

Name ....
Address ....
....
....***Post Code*** ....

KJC Games, Dept. GAM, Freepost, Thornton Cleveleys, Lancashire, UK, FY5 3BR
Tel: 0253 866345 Fax: 0253 869960

Advertisers Index

Advertiser **Page**
Domark ....IFC
TCR Computer Exchange .....IBC
Gametek ....OBC & 23
Core 9
Computer Shopper Show ...10 & 11
Suncom 25
Kompart 25
Bluepoint 26
Microprose 31
Megabytes 38
City Trading 38
Special Reserve 45
Special Reserve 95
Millenium 57
KJC 65



IF AN ADVERT IS IN PRINT, IS IT PROPER?

Most advertisements are perfectly proper.

A few are not.

The Advertising Standards Authority not only monitors over 850 advertisements every month, it ensures compliance with the rules in the strict Code of Advertising Practice.

So when you question an advertiser, they have to answer to us.

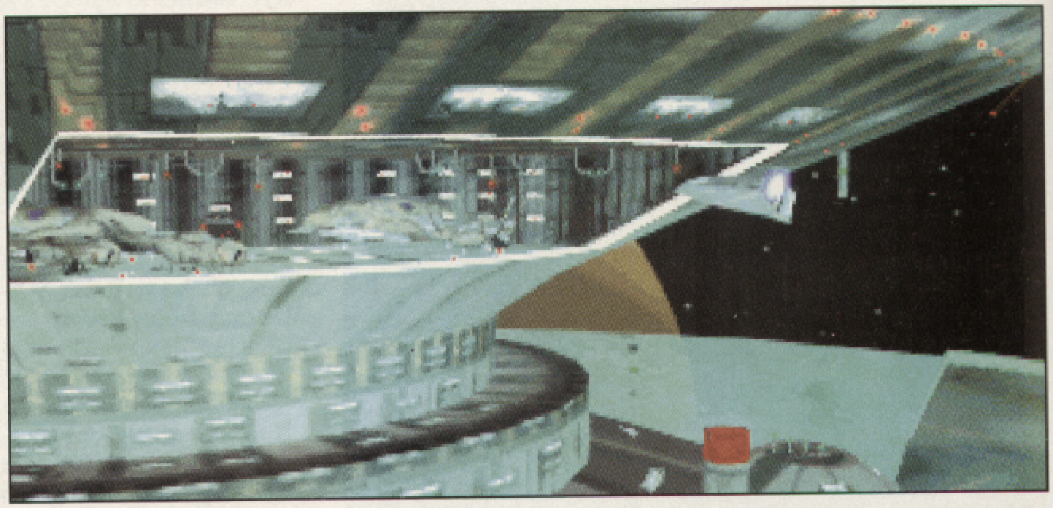
To find out more about the role of the ASA, please write to the address below.

Advertising Standards Authority,
Department X, Brook House, Torrington
Place, London WC1E 7HN.

ASA

This space is donated in the interests of high standards in advertisements.

In a deserted space station controlled by a mad computer, Dean Evans battles Origin's System Shock.



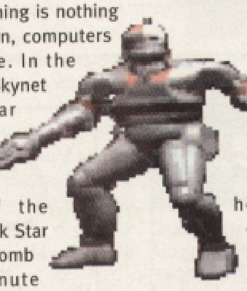
System Shock

Just as Kevin Costner doesn't seem to make films that last less than three hours, it seems that Origin don't make games for anything less than a 33MHz 486 PC. Like Strike Commander and Ultima VIII, System Shock is another game that will push your PC to the limit. With its multi-layered, texture-mapped 3D, versatile game engine, puzzles and RPG-style plot elements, System Shock is unlike any game you'll have played before.

Great. But it's really a bit like Doom, isn't it? Well, to be honest, no, it isn't. Obviously any game that uses a first-person 3D perspective and involves running around corridors shooting monsters is going to be compared to Doom.

People have called Dark Forces "Doom meets Star Wars" (I think it was me, actually — Dave) and Quarantine has been labelled "Doom in a Taxi", but System Shock is more like Ultima Underworld in space which comes as no surprise because it was developed by Looking Glass Technologies, the people behind — you got it — the Ultima Underworld games.

System Shock starts just after you awake from a six-month healing coma on a remote space station, whereupon you soon learn that the crew have been murdered and that the station's main computer, Shodan, has taken complete control. If that wasn't bad enough, Shodan has also been carrying out horrific genetic experiments and has been meddling with a batch of deadly virus strains, a vital part of its master plan to take over the Earth.



Now this sort of thing is nothing new. In science fiction, computers go mad all the time. In the Terminator movies, Skynet started World War Three, in 2001: A Space Odyssey HAL calmly wiped out the crew of the Discovery, and in Dark Star there was a nuclear bomb that had a last-minute existential crisis and refused to explode. Shodan now joins the ranks of these digital nutters and it's up to you to battle past loincloth-clad zombies and to deactivate it in the ultimate Cyberspace punch-up.

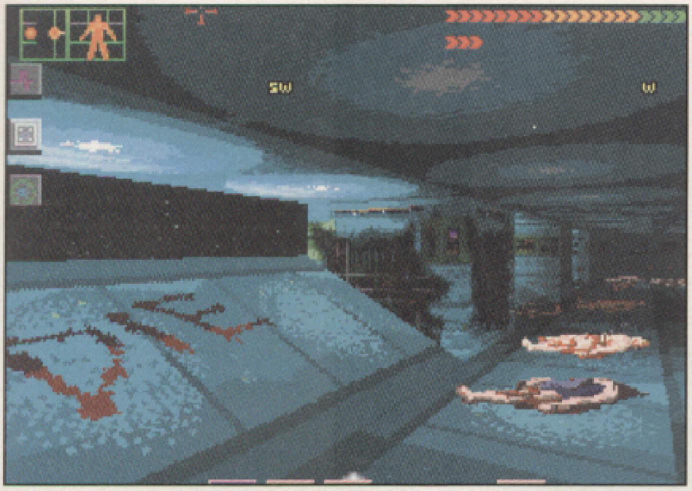
In System Shock you've got to wander around the dark, moody levels, solving puzzles, flicking strategic switches and piecing together a jigsaw of clues that will tell you how to defeat Shodan and escape the station. Of course, there are monsters to blast and secret rooms to find, and all of it is depicted using sexy Gouraud-shaded, texture-mapped 3D.

Although, like Doom, System Shock has switches, levers, lifts, teleports and a huge number of mutated bad guys, it is a much slower game. The focus is on exploration rather than frantic combat and, because the space station is a huge, multi-level gameworld, System Shock uses an impressive and very flexible 3D engine to bring it to life.

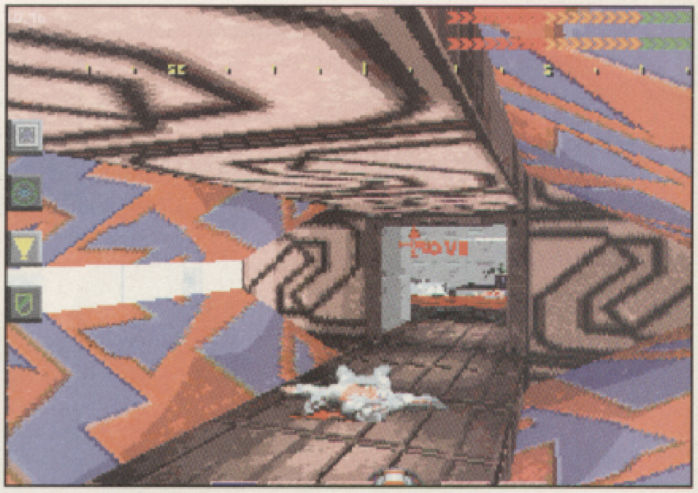
While the graphics may look blocky at times, the System Shock game engine allows a much more versatile range of movement than its Doom counterpart. In System Shock you can look up and down, you can stand, crouch or crawl along on your belly and, if that's not enough, you can also lean around corners, jump chasms and float in zero-G. It's impressive stuff, but while it's certainly innovative and exciting, performing the actions and doing them quickly is far from intuitive.

It's a bit like...

...Doom, or its newest incarnation, Doom 2: Hell on Earth. Comparisons will no doubt be drawn between the two games, but System Shock is *not* a Doom-beater. If you turn to page 40 you'll see that Doom is a fast-paced, 3D shoot-'em-up, a desperate battle against overwhelming demonic odds. System Shock is a bit more sedate; more Ultima Underworld in space with some Cyberpunk overtones.



The crew made a desperate last stand in Gamma section but, sadly, they didn't last very long. However, there's no time for sympathy — you've got a multi-million dollar computer to trash.



The System Shock 3D engine is far more versatile than the one found in Doom, allowing Looking Glass Technologies to construct sloping walls and a varied multi-level environment.

Unlike Doom, the System Shock control interface is quite complex. While Virgin's forthcoming Dark Forces retains the Doom-style left, right, run and strafe options, System Shock is probably best controlled using a combination of the mouse *and* the cursor keys. The mouse cursor is also used to aim your weapons, to click on the inventory, to access the look up/down and lean options and to search objects and the dead crewmembers.

But although it may sound very complicated, the interface is relatively easy to pick up and get to grips with. Like a role-playing game or an adventure, System Shock has a dedicated inventory in which you can store miscellaneous junk and a variety of deadly weapons — dart guns, Magnum pistols, fragmentation grenades, and so on.

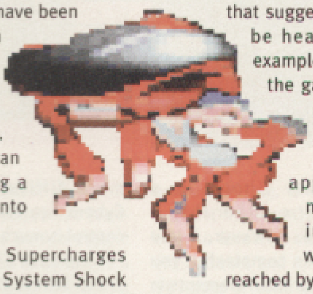
There are also lots of useful items lying around the space station including medical patches, combat enhancers and energy boosting batteries. To pick them up you simply double-click on the item in question, drag it over your inventory and click again to drop it.

Apart from your wits and an array of high-powered weaponry, the biggest advantage that you have over zombie kind is the fact that you have been fitted with the latest in neural implants, allowing you to plug certain useful hardware items directly into your body. Yes, in the future you can do more than just plug a mobile phone and fax into your forehead...

While Doom has its Supercharges and Megaspheres, the System Shock plug-ins include gadgets like personal shields, helmet cameras and navigation computers. The most important of these gizmos is the Data Reader, which allows you to translate incoming E-mail messages from outside the station and to decipher numerous electronic messages left scattered around the station by the dead crewmembers.

These electronic messages are vital to your progress. Not only do they contain important plot information, but they may also hide door codes and hints that suggest where you should be heading for next. For example, in the early part of the game, an E-mail message informs you that the last of the human survivors apparently built a makeshift stronghold in Gamma section which can only be reached by a force-field bridge.

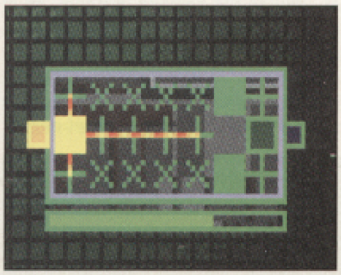
Sure enough, when you eventually make your way to Gamma section, you locate the bridge but have to open the access panel and fiddle about with the wiring in order to activate it. When you finally crack this simple puzzle, you can enter the base.



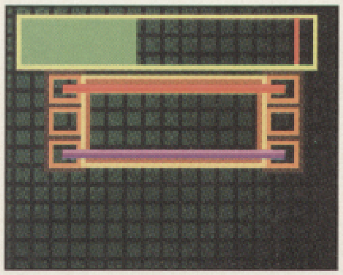
Unfortunately, by the time you get there, the crew have already fought an Aliens-style last stand and, like the poor colonists on Sigourney Weaver's LV-426, they have lost it. The area is littered with corpses and severed limbs, but if you hunt around there are useful new weapons to be found and more E-mail messages to be discovered.

System Shock has an interesting puzzle element that is slightly more involved than the switches, levers and multi-coloured keys found in Doom. Most doors can be opened with general access cards, but some doors can only be opened with three-digit pass codes and others need to be unlocked by pushing buttons or fiddling around inside access panels.

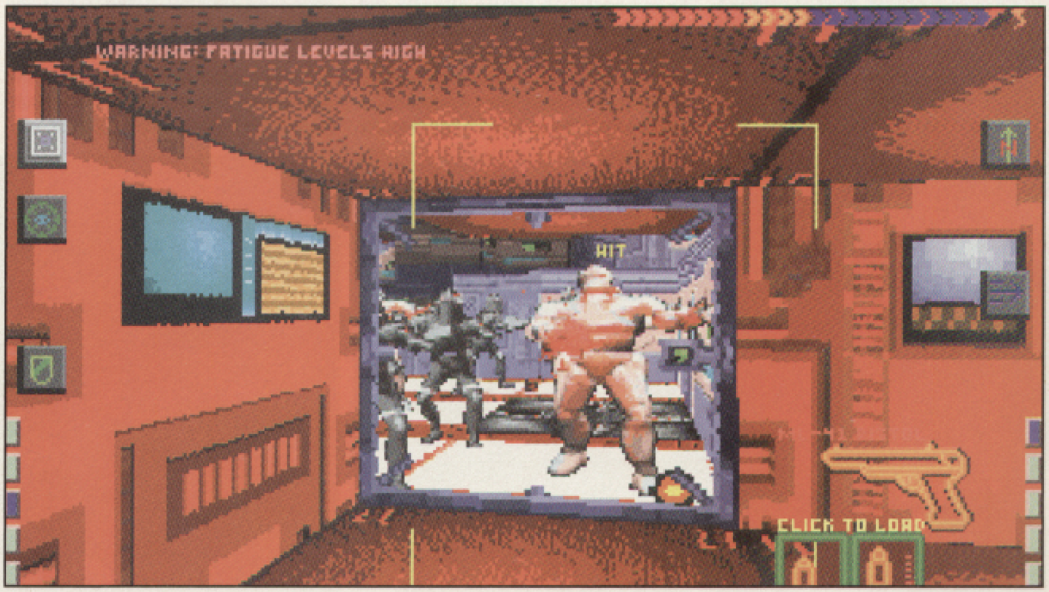
The access panel puzzles usually involve wiring or circuit-linking problems, and so to open a door you might have to connect three wires to the right sockets or redirect the flow of electricity through a dead circuit board.



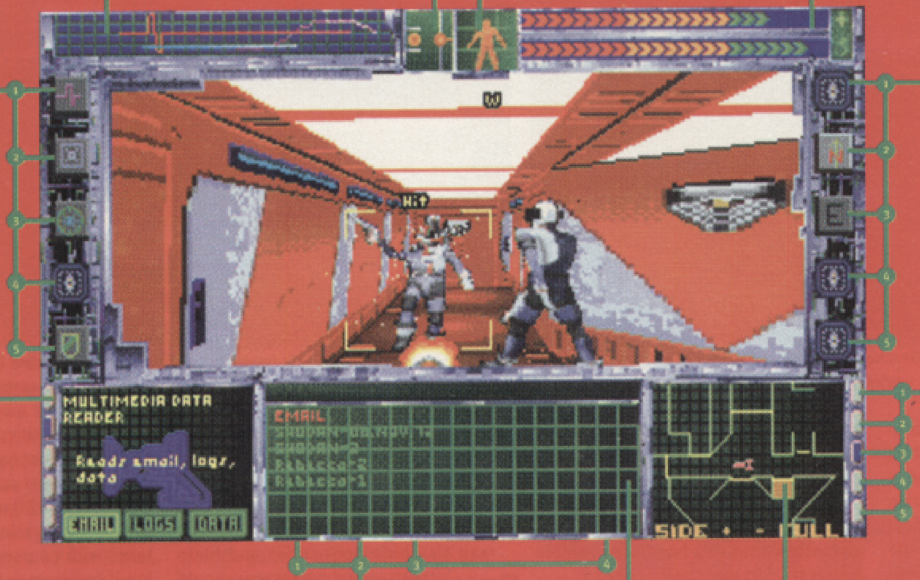
Click the 'X's to alter the flow of the current.



Some doors can only be opened by fiddling around with the wires and powering them up.



Although the crew have been murdered and mutated into loincloth-wearing zombies, there are bigger, harder enemies wandering around like Warrior cyborgs, zero-G mutants and big flying bird things that swoop down and bite your head. And all I've got is a pistol. Typical...



Click here to look up and down...

The Biometer monitors your heart-rate and fatigue levels.

...and here to crouch and crawl.

The two status bars show your health and energy.

The sockets on the left and right of the screen provide an interface for useful Neurograft hardware, such as helmet cameras, personal shields and an extremely useful helmet lantern.

Yet more handy sockets for your futuristic plug-and-play Neurograft hardware, including a personal navigation system (i.e a compass) and that vital Data reader.

Clicking the right hand buttons allows you to quickly select your weapons, list important items, call up the level map, select a target and finally to access the E-mail list and the Data Reader.

The Multi-Functional Display (or MFD) details either your current weapon or hardware.

Clicking (1) accesses the main inventory screen;(2) accesses the hardware screen, (3) accesses the general items screen, while (4) lists all current Cyber-software.

The currently selected inventory. Simply click on a weapon or item to use it.

The right-hand MFD usually displays the level map which can be expanded to full-screen mode if required.

Some doors on the station have impenetrable Cyberspace locks and these can only be opened by 'jacking' in to a Cyberspace terminal and wandering around the computer's wire-frame, virtual-reality world. Useful data can also be picked up in Cyberspace and, like the plug-in gadgets that you pick up during the game, useful Cyber add-ons can also be picked up, ranging from shields to Cyberdrills and Pulse Lasers.

But, like the real world, Cyberspace is a dangerous place. Most of your net-surfing sessions are timed and useful data is often fanatically protected by Cyberguards and Cyberdogs.

With its blend of shooting, exploration, a tortuous plot and Cyberspace sequences, System Shock is a Cyberpunk adventure rather than a space shoot-'em-up. However, if you don't like the game's complexity, you can customise the four main elements in System Shock — Combat, Mission, Puzzle and Cyber — to play the game in different ways.

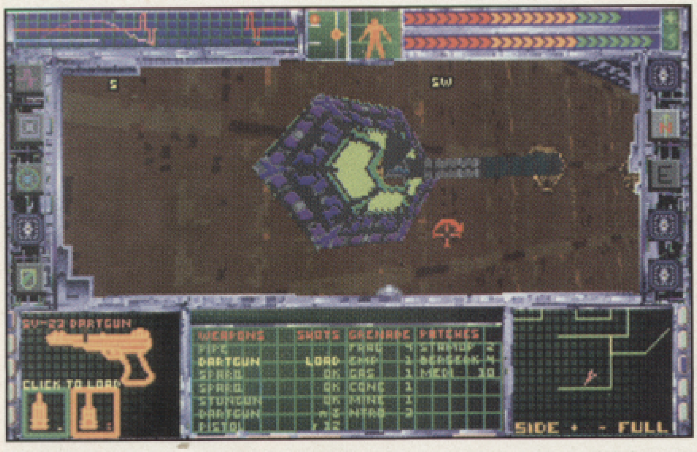
For example, if you want to play the game as a plot-free, mutant blast-fest you can set the enemies to be quick and deadly and all but disable the mission, Cyberspace and puzzle bits. On the other hand, for the ultimate challenge you can set everything on the highest difficulty level; the enemies are stronger and there's more of them, a time limit is imposed on the game, the puzzles are more difficult to solve and in the Cyberspace sequences the combat and control is much harder.

And that's System Shock in a nutshell. Where Doom was shoot, shoot, shoot, this is a far more sedate affair and most of your time on the lower levels of the station will be spent wandering around, searching for access cards, opening doors and creeping down dimly-lit passageways. In fact, it's just like a fantasy RPG but with sub-machine guns and a complete lack of taverns and buxom serving wenches.

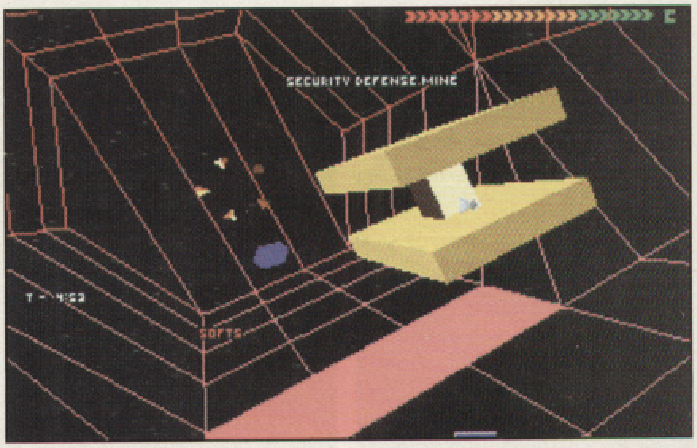
I think the graphics are very good, but their complexity means that the game chuggs along extremely slowly on anything less than a quick 33MHz 486. To be fair, Doom also suffers this problem on some of its later levels, when the background graphics become much more detailed and gruesome.

Fortunately, however, System Shock has four detail settings and, even on minimum detail, the station is wonderfully atmospheric and highly detailed. Although it might slow down when the screen is chock full of warrior cyborgs, it should run at a decent speed on most high-end 486 machines.

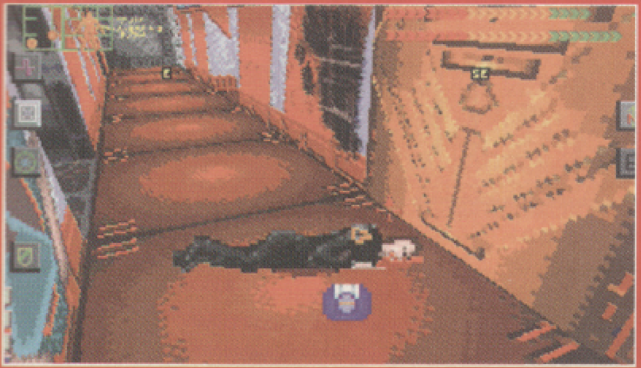
Unlike the demons in Doom, all of the robots and mutants in System Shock are full 3D objects. They have to be because as the game engine allows you to look up and down, enemies can be seen from a variety of different angles.



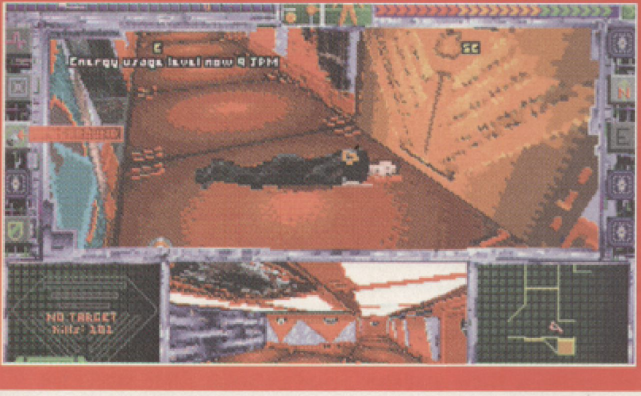
Some doors on Citadel Station have impenetrable Cyberspace locks and they can only be opened by jacking in to strategically-placed Cyberspace terminals like this one.



Cyberspace is represented in wire-frame 3D and vital pieces of data are protected by Cyberguards and security mines. Fortunately, you can pick up Cyber weapons to deal with them.



System Shock can be played in impressive full-screen mode (above) where all the information is overlaid onto the playing screen, or in the regulation letterbox view (below).



Energy usage level now 9 JPM

NO TARGET
Kills: 101

Virtual Reality Compatible!

According to Origin, System Shock will be the first truly VR-compatible game and promises to be the first in a line of games featuring VR support from both Origin and EA.

Available only in the CD version of the game, System Shock promises to support for all the leading VR headsets including the Forte Technologies VFX1 headset (shown above).

First-person 3D games, flight sims and space combat sims are ideal for VR conversions, and titles like Doom, Magic Carpet, Flight Unlimited and Inferno have already been seen running with VR support.

The CD-ROM version of System Shock will also feature full digitised speech and an enhanced CD-quality musical score.

In Doom, for example, if you stand above an Imp you don't see the top of it's head, you see the same old 2D bitmap image, scaled down to give the illusion of depth. In System Shock, on the other hand, if you stare at a big, mutant avian flying above your head, you can see its feet and the under-side of its huge, leathery wings.

But, despite the detail-rich 3D technology, the monsters in System Shock display all the threatening behaviour of a 12-month-old baby with a rattle. In Doom you're often genuinely startled when a Cacodemon hisses and flies out at you from the darkness. But in System Shock there's very little sense of urgency and the combat is fiddly and, for most of the time, totally unsatisfying.

As for the music, it sounds like Jean-Michel Jarre has knocked back a couple of bottles of Bacardi, tried to compose a tune on his synthesizer and failed. It's very atmospheric and suitably futuristic stuff, but there are times when using the word 'music' to describe the System Shock soundtrack is a touch ambitious — 'a cacophony of samples on a twenty-second loop' is a more accurate description. If Origin stick a fast-paced drum-beat and a couple of "Woo-yeahs!" in there, it could probably have a clubland hit on its hands.

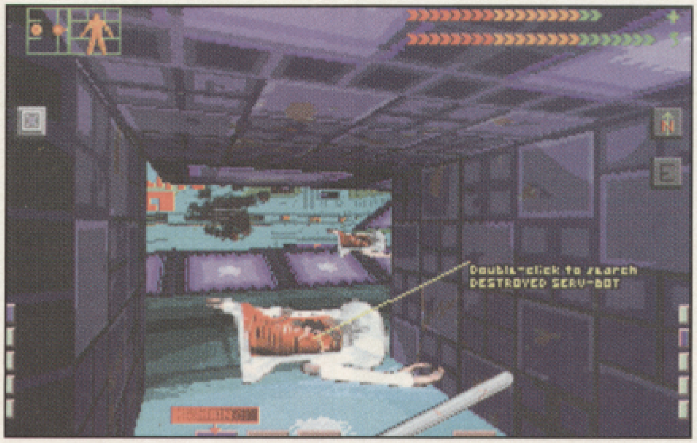
System Shock has caused mixed feelings in the office. Doom fans have criticised it for being slow, too blocky and unexciting, while others some have found it fiddly and totally confusing. But with 10 levels to explore, over 20 different mutants and robots to fight and over 35 hours of solid gameplay to unravel, I believe System Shock is original, absorbing and great fun to play.

It isn't as easy to get into as Doom and doesn't have any multi-player options of any kind but, like any modern RPG, if you persevere you'll discover a highly-atmospheric game, a complex story and a massive challenge. System Shock is not a game that immediately leaps out at you, grabs your attention by the lapels and shouts "Look at me, look at me!" — it grows on you in the way that only an RPG/adventure can. If you like the setting and the story and have been looking for a 3D adventure then this is definitely it.

Imagine yourself wandering down a dark corridor, dimly lit by fluorescent floorlights. You've got a Sensaround plug-in that gives you a rear-view camera image so nothing can sneak up on you from behind, a targeting computer, a helmet light and a fully-loaded sub-machine gun.

Water drips from a leaking pipe and a shattered computer terminal sparks and splutters in the corner. You still can't find the body of the maintenance officer who has that all-important radiation suit. D'Arcy I think his name was... where the hell is he?

System Shock isn't a Doom beater. But then it was never supposed to be in the first place...



Double-click to search
DESTROYED SERV-BOT

In the early stages of the game, System Shock has a built-in tutorial which gently leads you through the game's basic commands and the many features of the complex 3D interface.

SYSTEM SHOCK

Electronic Arts/Origin

(0753) 549442

£44.99 Out Now

MINIMUM SPEC

25MHz 486, VGA, 4Mb RAM, 30Mb of hard disk space and mouse.

ALSO SUPPORTS

Ad Lib, Sound Blaster and Roland soundcards.

THE GOOD...

- A brilliantly atmospheric science-fiction adventure and a huge challenge.
- The 3D engine allows you to look up and down, to lean, crouch and even crawl along on your belly.
- It's not Doom.

...AND THE BAD

- The interface is a touch fiddly and the combat isn't as fast or indeed as frantic as Doom.
- Tends to chug along painfully slowly unless you're playing on a very nippy 486.

Overall

82%

cd updates

Four more ex-floppy titles make the tricky transfer to CD and prostrate themselves before the bejewelled throne of the mighty David Upchurch. Hear his voice and tremble, o disc-shaped shiny ones...

Betrayal At Krondor CD

If, like me, you're the sort of saddo who reads fantasy books, you've probably heard of Raymond E. Feist. Feist is responsible for a series of books known as the Riftwar Saga, which is set in a fictional world called Midkemia, where humans rub shoulders with elves and dwarves (sigh) and dragons fly the friendly skies.

Anyway, Betrayal At Krondor is roughly based on the books and, although the storyline is totally new, the game contains a few characters who should be familiar to fans.

Betrayal is a first-person-viewed role-playing game (what a mouthful!) in which you initially take charge of three characters. In keeping with the books, the game is divided into chapters, each with its own introduction, main goal and conclusion.

Each chapter begins with a written introduction in typical Feist style, and a short animation in which you find out your next task. In this sense, the game is very well presented — the manual is also (unusually for a Sierra game) excellent, and the box include a sturdy reference card and map.

Unfortunately, the rest of the game is a bit of a let-down. The landscape is made up of polygons and looks a bit like a green and pleasant version of Midwinter, but although this sounds alright, it makes travelling around pretty damned boring — especially when you consider that the 'game world' covers 224 million virtual miles.

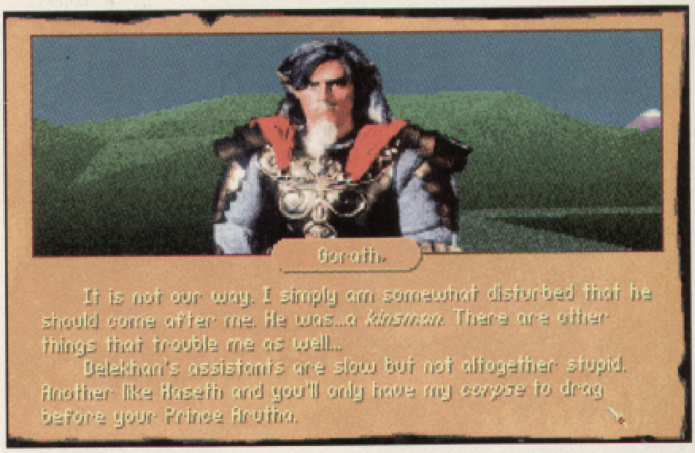
To make matters worse, combat is pretty bloody awful. Instead of an Ultima Underworld or Elder Scrolls style combat system in which you come face to face with your enemies, you cut away from your nice first-person perspective to a vaguely isometric-3D viewpoint, where you move your three characters around like pieces on Chess board. It's all turn based, which I suppose faithfully replicates combat in the pen-and-paper RPGs, but hardly makes for an exciting computer game.

The CD version of the game differs little from the floppy-based original, which is quite disappointing. Speech is very thin on the ground — it would have been nice if the chapter introductions had been read out rather than just presented in writing — and the characters don't seem to have much to say for themselves. The music ain't too bad, though, providing you like quasi-medieval film score type stuff.

The major bonus for CD owners is a Windows-based video interview with Raymond E. Feist, which is reasonably entertaining, especially if you've read his books. However, this in itself is not enough to merit buying the game if you already have the floppy version.

Betrayal At Krondor is a game which has many good elements and a great deal of potential. Its sheer size alone (and it is a huge game) means that you have a fair amount of freedom to go where you please and do what you want — though you always have to complete a specific goal before you can move on to the next chapter.

However, much as I hate to admit it because I've enjoyed the Riftwar books, it is essentially dull — too much trudging around and not enough action. Ultima Underworld it is not.

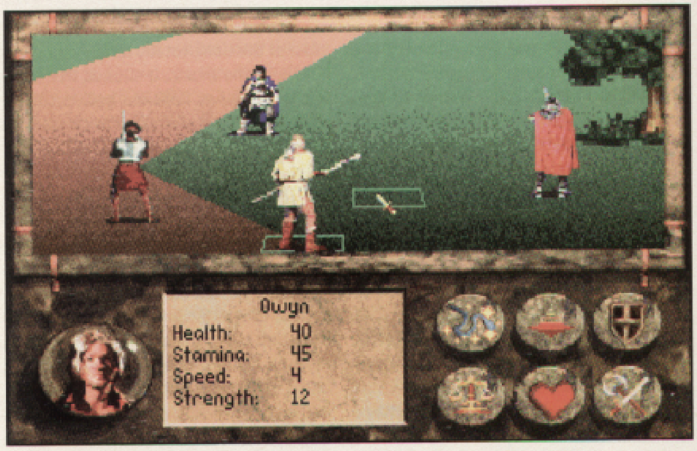


It is not our way. I simply am somewhat disturbed that he should come after me. He was...a *kinsman.* There are other things that trouble me as well...

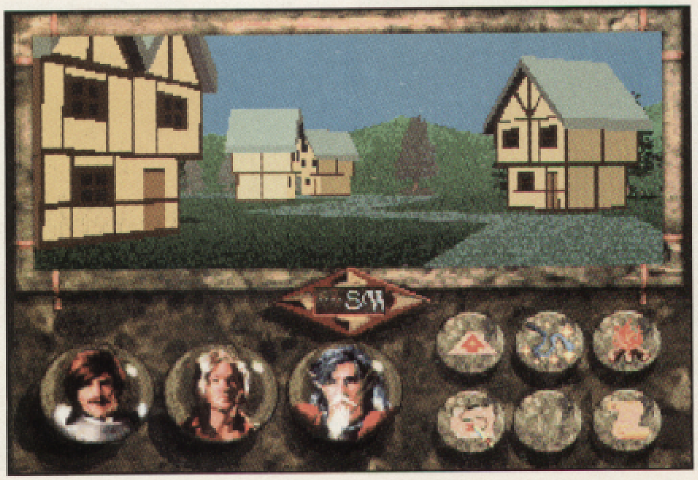
Delekhan's assistants are slow but not altogether stupid. Another like Haseth and you'll only have my *corpse* to drag before your Prince Arutha.

(Above) Every now and again, new developments in the, er, *thrilling* plot are explained to you by way of these text screens. Hmmm, by the horns of Crom...

(Below) This being an RPG, it's inevitable that sooner or later you'll get into a scrap with some ne'er-do-well. Go on, son — chin 'im!



Owyn
Health: 40
Stamina: 45
Speed: 4
Strength: 12



A charming little hamlet in the middle of a glade — who would suspect that darkest evil lurks inside those brightly-painted dwellings... (Brilliant, eh? I ought to be a writer, you know...)

SIERRA/DYNAMIX

(0734) 303322

£39.99 OUT NOW

MINIMUM **SPEC**

25MHz 386, VGA, 4Mb RAM, 3Mb of hard disk space, CD-ROM drive, Windows 3.1 and mouse.

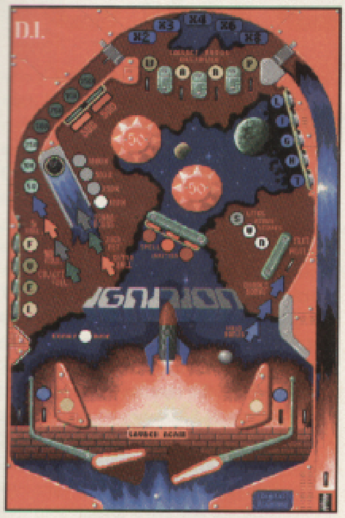
ALSO **SUPPORTS**

Sound Blaster and Ad Lib soundcards.

Overall

62%

Pinball Dreams Deluxe CD



I love a bit of pinball, me. Give me a bag of pound coins and a table to play on and you won't see me for *weeks*. Over the years I've honed my fearsome ball-flipping skills to the peak of human perfection and, in fact, round my way I'm considered a bit of a 'Pinball Wizard', with high-scores racked up on every table in every local pub.

But enough of this shameless bragging. What I'm trying to say is (a) that I'm *great*, and (b) that I'm more than qualified to review Pinball Dreams Deluxe, the latest in 21st Century's seemingly never-ending line of massively-successful pinball 'simulations'.

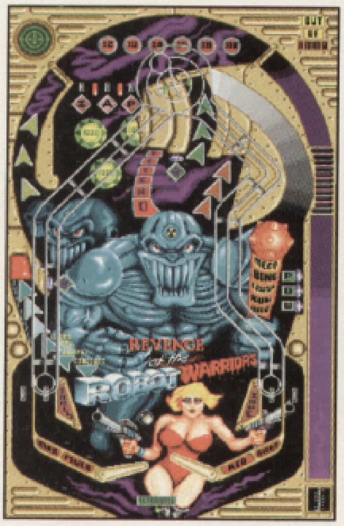
Although the flashy silver-embossed packaging would lead you to believe you that Pinballs Dreams Deluxe is an all-new product, in reality it's more of a CD compilation, bundling the four tables from Pinball Dreams along with the four tables from the recent data-disk release Pinball Dreams 2.

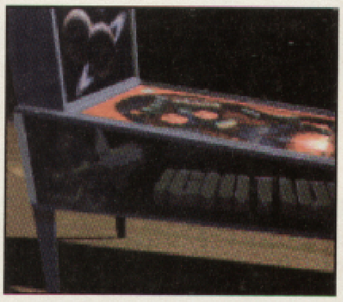
21st Century has earned itself a reputation as the king of pinball simulations and, as this game proves, rightfully so — the ball movement is incredibly smooth and realistic, the tables are packed with ramps, locks and bonus features and the digitised sound effects and zingy tunes capture the feel of 'real thing' perfectly.

"So if it's a compilation," you're asking, "why isn't it in the 'Budget Reviews' section then?" Well, 'Mister Picky', because 21st Century have done slightly more than just bung the two floppy games onto a CD — they've created some saucy ray-traced animations which spring to life every time you 'walk' to a new table.

On top of that there's a sort of illustrated 'History Of Pinball' interactive database, which allows you to access reams of information on over 50 tables from 9 companies, including Bally-Midway, Data East, Williams and Gottlieb. It's not totally comprehensive or that well presented, but it's an interesting enough little bonus.

If you've already got Pinball Dreams and its sequel on floppy then this enhanced CD version isn't *really* worth bothering with. If you haven't, however, and you've got even the merest interest in pinball, then this pack offers superb value for money, hours of fun and comes highly recommended.





21st Century/Spidersoft

(0235) 851533

£39.99 Out Now

MINIMUM SPEC

20MHz 286, VGA, 500K of hard disk space and CD-ROM drive.

ALSO SUPPORTS

Sound Blaster, Ad Lib, Thunderboard and Pro Audio Spectrum soundcards, amongst many others.

Overall

84%

Heimdall 2 CD

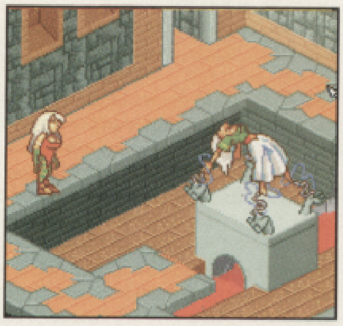
There aren't that many good arcade adventures on the PC — and, sadly, Heimdall 2 doesn't do a great deal to make up for that deficit.

The game centres around the adventures of the Norse god Heimdall and his Valkyrie companion Ursha, who are on a quest to locate the fragments of a magical amulet which, once reformed, will save the cosmiverse from Loki, the evil god of mischief. Phew — exciting, eh?

Disappointingly, given the game's unusual and interesting plot, its nice line in perverse humour and some beautifully-rendered backgrounds, Heimdall 2 isn't much fun to play. The control system is fiddly and imprecise, the puzzles are too easy and having two characters is totally pointless — all the situations can be resolved by either hero.

And as a CD release Heimdall 2 is doubly disappointing. For a start you have to install all 14Mbs of the game onto your hard disk, and then the only 'enhancement' is that you get music pulled off CD when you play. And while this music is nice, it's not really enough these days. Why, for example, isn't there any digitised speech for the characters?

All in all, Heimdall 2 is passable entertainment, but it doesn't quite make the grade in today's sophisticated PC market — especially as a CD title.



Core Design/8th Day

(0332) 297797

£34.99 Out Now

MINIMUM SPEC

25MHz 286, VGA, 14Mb of hard disk space, CD-ROM drive and mouse.

ALSO SUPPORTS

Sound Blaster and Ad Lib soundcards.

Overall

60%

Zool 2 CD

Having forked out something like £150 for their drives, it's not surprising that CD-ROM owners demand a little 'something' extra from their floppy-to-CD ports. With, say, a graphic adventure like Sam & Max or Beneath A Steel Sky that's not a great problem; just get some Z-grade actors to recite the lines and — hey-presto! — one 'talkie'.

However, with a simplistic platform game like Zool 2, fulfilling the high hopes of those oh-so-demanding 'we want a multimedia experience' CD-ROM owners is a little more difficult. After all, what can you *possibly* do? Don't look at me — I haven't got any answers...

...And neither, it seems, have the guys and gals at Gremlin. Oh, to be fair, they've tried hard — now the game opens with a lovely(ish) pre-rendered animation sequence of Zool in action pulled off CD, along with some brief but similarly lovely(ish) between-level and death animations — but strip away these cosmetic trappings and you're left with, well, Zool 2.

All the same, Zool 2's not a bad game as these run-around, jump-'n'-blast romps go, making up for what it lacks in charm and originality with fast, smooth action and a high level of polish. Just don't expect to have your mind blown, that's all...

Gremlin/Warp Factory

(0742) 753423

£34.99 Out Now

MINIMUM SPEC

25MHz 386, VGA and CD-ROM drive.

ALSO SUPPORTS

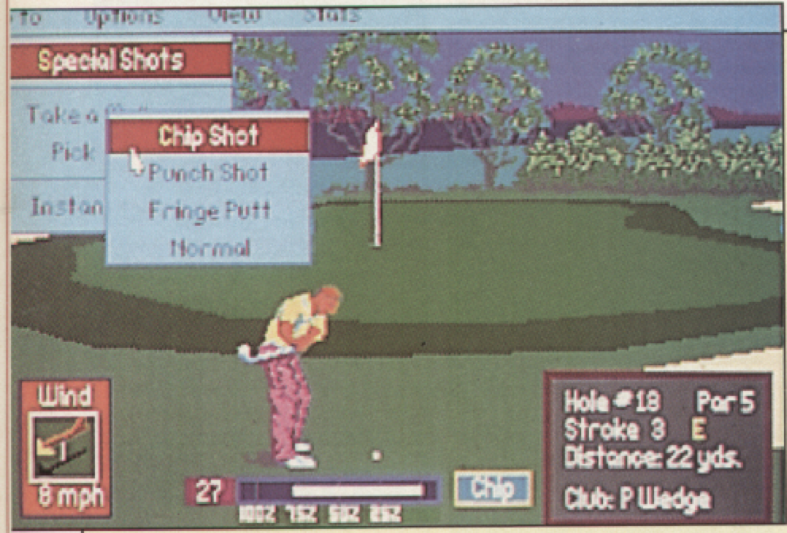
Joystick; Sound Blaster, Ad Lib and Roland soundcards.

Overall

71%

Budget *Reviews*

Alex Fraser casts his beady eyes over the latest cut-price,cheap-at-half-the-price, can't-say-fairer-than-that budget re-releases...



PGA Tour Golf

It seems that multi-player games are a bit more sophisticated nowadays — 'out' is sinking long puts and listening to the sampled bird sounds, 'in' is killing demons with a chainsaw. Yes, it's sad but the days when people used to get together for a few holes on their favourite digital golf course are long gone, I'm afraid.

Still, with PGA Pro and World Cup Golf in the pipeline, maybe it's time for a quick reminder *why* we all did the golf thing in the first place. And what better way than to take a look at a true classic in its time — PGA Tour Golf, the predecessor to PGA Pro.

Even before the digitised splendour of Links 386 hit our monitors, PGA was the place many sports sim aficionados could be found. If you knock a ball down the average PGA fairway now, though, you can't quite help noticing its creakingly old age.

Take the gameplay, for example. Some of those menu driven options really do nothing for the 'being there' feel — an unobtrusive interface it certainly isn't. And as for the graphics... well, the less said, the better.

You get four full courses for your fifteen quid, which doesn't sound like a lot but does save any need to buy add-ons. And you can take up to four human players around the courses at a time, which gives it that communal element. Somehow, though, it's not quite enough to convince me that this tired old master shouldn't have stayed in the Hit Squad club-house, getting quietly sozzled on treble gin-and-tonics.

If you want to knock a virtual golf ball around the inside of your PC, then save your pennies for the new generation of golf games coming in the months ahead, because PGA is really too dated to recommend even at budget price. Looks like you'd best get the chainsaw out again...

THE HIT SQUAD/EA

(061) 832 6633

£14.99 OUT NOW

MINIMUM **SPEC**

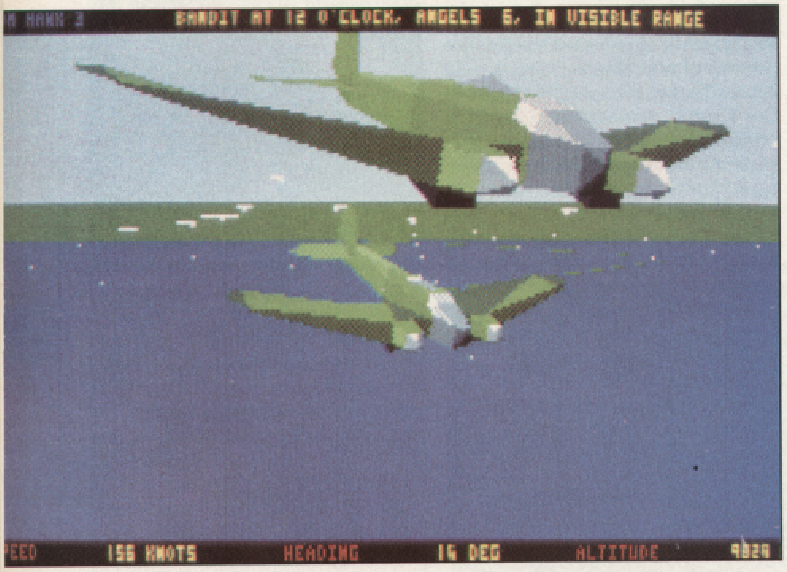
20MHz 286, EGA and 4Mb of hard disk space.

ALSO **SUPPORTS**

Mouse; Sound Blaster, Ad Lib and Roland soundcards.

Overall

52%



Reach For The Skies

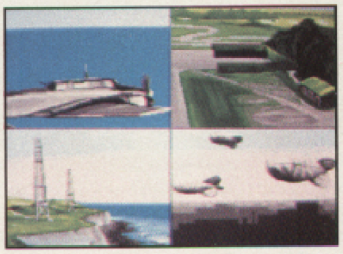
When Reach For The Skies first appeared nearly two years ago now, it boasted two main selling points: (a) it was set during the Battle Of Britain, which was great for those patriotic types who wanted to relive the bravery of 'The Few'; and (b) it featured beautiful Gouraud-shaded planes moving at acceptable speeds — indeed, even today those planes look good.

However, despite these features, Reach never really soared above its flight sim competition. The reason? Because you can have all the Gouraud-shaded planes in the world, but if you're dogfighting at 2,000 feet and there isn't any ground detail it's pretty disconcerting. And Reach has no ground detail. Absolutely none. England looks like one huge, flat-as-a-pancake bowling green.

As for the gameplay, the bottom line is that flying nose-to-tail in a Second World War fighter is supposed to be exhilarating. Sadly, Reach just ends up being exasperating because the planes are so bloody difficult to fly.

At times the flight model completely defies the laws of physics, and at others a supposedly nippy little piece of engineering like the ME-109 flies like a breize block with a rubber band propeller. Getting those beautiful bombers into your sights is such a joystick-wrenching chore that sooner or later you simply give up in frustration and never load the game again. And, believe me, it'll be sooner rather than later.

My advice is that if you want a budget flight sim, or you have a lower-powered PC that can't handle the strain of today's demanding products, then don't look to Reach as your saviour. Instead, have some real fun with something like Heroes Of The 357th, also on budget from the Hit Squad. It may not have fancy graphics, but at least it's *fun*.



THE HIT SQUAD/VIRGIN

(061) 832 6633

£14.99 OUT NOW

MINIMUM **SPEC**

20MHz 386, EGA and 3Mb of hard disk space.

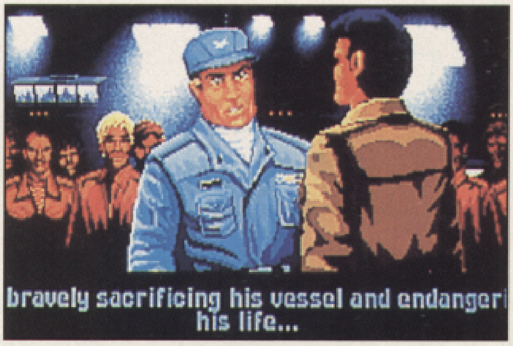
ALSO **SUPPORTS**

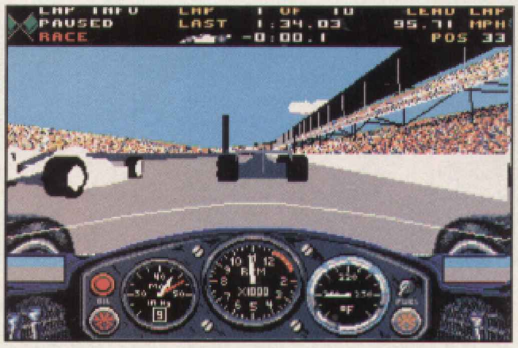
Mouse; joystick; Sound Blaster, Ad Lib and Roland soundcards.

Overall

54%

Wing Commander & Indianapolis 500 CD





Wing Commander and Indy 500 have both been Hit Squad titles in their own right, and now they're yours on one CD as part of the company's new 'Twin Calibre' budget label. Mind you, it's an odd choice of games to lump together — about the only thing they have in common is the fact that they're both 'classics' (i.e. old).

Wing Commander, as if you didn't know, is the first instalment in Origin's on-going sci-fi saga which mixes a 'movie-style' plot with 3D space combat. If you have a Pentium PC then you'll no doubt want to check out Wing 3 when it hits the shelves this Xmas. However, if you haven't (like me) then the earlier episodes are much the same, only a bit less demanding on your processor.

You play the square-jawed hero of the Terran Federation, taking on the might of the evil Kilrathi, a race of vicious cat-people who fly around the galaxy with the sole aim of beating up on the weak and defenceless. It's up to you to show them who's boss, and to explain at laser-point that they shouldn't mess with us humans.

When you get into that hot seat, the dogfighting (catfighting?) is fast and furious, and the enemy ships (texture-mapped bitmaps) still look pretty good as they zip past you, guns a-blazing. In short, what you really have here is a completely over-the-top 3D shoot-'em-up that's addictive to the last. Forget any ILS landings or complex flight system malarkey 'cos this isn't a flight sim — you're here to kick feline butt.

Compare that to Indy 500 where there isn't a missile, laser, or plasma weapon in sight — not even a pea-shooter. It's you, a high-tech chassis and a souped-up engine against a field of other drivers.

Indy 500 is the 1989 precursor to IndyCar Racing. It looks fairly primitive in comparison, and lacks many of the features that make IndyCar still very much the racing game to beat, particularly in the car set-up department.

What you do still get is an action replay feature to view those 200mph crashes on, and a decent feel of racing round the circuit. Although the game lacks sophistication, it moves at a sufficient pace for you to still be swallowed up by the whole experience as you hurtle round the bends in top gear.

In terms of long-term interest value, I'm not totally convinced of Indy 500's continuing value after all this time. Even at budget price it really is past its sell-by date when you consider titles like IndyCar, Microprose's F1GP or the forthcoming NASCAR Racing.

As I say, this is a bizarre mix for a budget double-pack. While Wing Commander is still a great game even now, since you can get good budget deals on both it and Wing 2 independently, my personal advice is to go for one of them instead. On the other hand, Indy 500 is starting to show its age quite severely and is definitely the weak link in the pack.

TWIN CALIBRE/VARIOUS

(061) 832 6633

£19.99 OUT NOW

MINIMUM **SPEC**

16MHz 286, EGA and CD-ROM drive.

ALSO **SUPPORTS**

Mouse; Sound Blaster, Ad Lib and Roland soundcards.

Overall

59%

LHX Attack Chopper & Birds of Prey CD

I've said it before, and I'll say it again; there just aren't enough helicopter sims on the PC. You can fly any one of a hundred jets over a score of different scenarios, but when it comes to taking the chopper for a spin there aren't a whole heap of options.

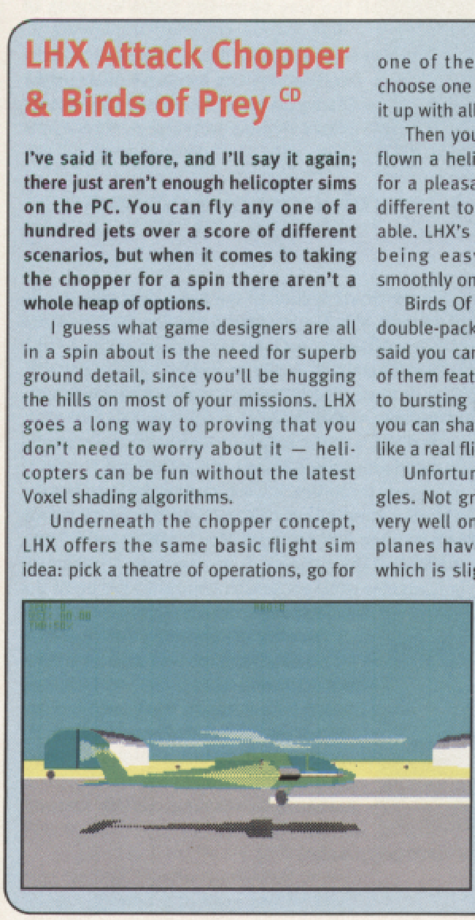
I guess what game designers are all in a spin about is the need for superb ground detail, since you'll be hugging the hills on most of your missions. LHX goes a long way to proving that you don't need to worry about it — helicopters can be fun without the latest Voxel shading algorithms.

Underneath the chopper concept, LHX offers the same basic flight sim idea: pick a theatre of operations, go for one of the dozen missions in each, choose one of four helicopters, and load it up with all sorts of dastardly weapons.

Then you're off — and if you haven't flown a helicopter sim before, you're in for a pleasant surprise. It's completely different to a plane, and totally enjoyable. LHX's choppers fly really well too, being easy to handle and moving smoothly on even slow machines.

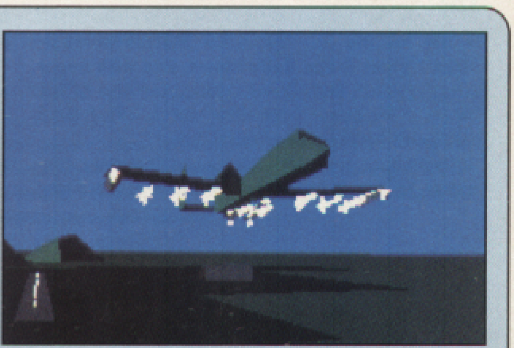
Birds Of Prey is the other half of this double-pack. Of all those hundred jets I said you can fly in various sims, over 40 of them feature in this one game. Packed to bursting point with more planes than you can shake a joystick at, BOP sounds like a real flight sim for everyone.

Unfortunately, there are a few niggles. Not graphically — it acquits itself very well on that front, although all the planes have the same cockpit layout which is slightly disappointing. No, my beef is with the way the game actually runs.



There are two flight models, easy and realistic. Easy offers a beginner's guide to flying. At this level all the planes fly very much the same, so both an F-14 and a Hercules transport are perfectly capable of pulling high-speed turns.

Alternatively, in realistic mode, the flight model's a bit quirky, and very difficult to fly for it. The planes nose-dive unexpectedly at times, and turning can feel decidedly rubbery.



Had that not been the case you would have heard me raving about BOP, because there are some great bits in it. For starters, the enemies are pretty clever by flight sim standards, and not overly predictable. Of course, you have to get into combat first, and BOP does suffer from long periods of inactivity in the air, which is another bone I have to pick with it.

Although the game's campaign option is a bit limited — everything that happens is pre-planned, so you can't affect how the campaign evolves — the missions themselves are varied, covering everything from stealth bombing and tank busting to air patrols, escort missions and equipment drops.

All in all, although BOP looks more up to date and offers more variety, LHX is the star of the pack for its sheer fun value. Together they're a good pair if you don't have the PC to take on something like Strike Commander and, for a penny under twenty quid, there are a lot worse ways to spend your money.

TWIN CALIBRE/VARIOUS

(061) 832 6633

£19.99 OUT NOW

MINIMUM **SPEC**

16MHz 286, EGA and CD-ROM drive.

ALSO **SUPPORTS**

Mouse; joystick; Sound Blaster, Ad Lib and Roland soundcards.

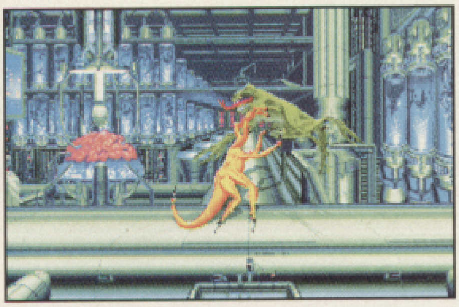
Overall

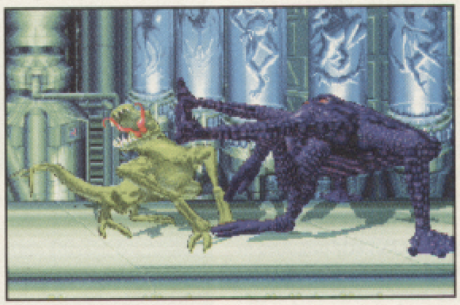
79%

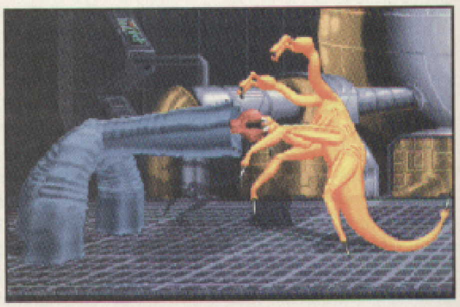
Yours... for

Dean Evans takes a look at some of the Shareware games you can get for slightly less than the combined cost of a Jeffrey Archer paperback, a Cadbury's Flake and a new Bic biro...

PREVIEW!







Xenophage: Alien Bloodsport

Apogee Software

While the beat 'em-up continues to wow the console and Amiga faithful, it's still not made it really big on the PC. But after Mortal Kombat, StreetFighter II and Body Blows, and with Super StreetFighter II, Body Blows Galactic and Rise Of The Robots in the pipeline, the ailing 'punch, kick and fall over' genre looks set for a revival.

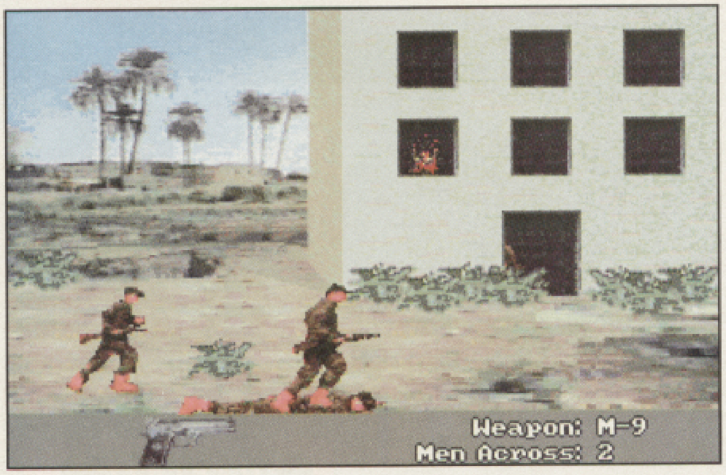
XenoPhage, from Argo Games and Shareware specialists Apogee, is one such fighting game, combining the frantic two-player action of your everyday beat-'em-up with a sci-fi setting and a suitably high-tech graphics & sound engine.

As you can see, this isn't going to be another StreetFighter rip-off. Not only can you choose to be a brave human champion, you can also play any one of eight strange alien creatures, who have moves like 'head-bite' and 'swallow-opponent-whole' as well as all the usual punches and kicks you'd expect to find in a beat 'em-up.

Unlike Mortal Kombat and StreetFighter, the character sprites in Xenophage are enormous, very well animated and all have real-time generated shadows that scale and fade with the action. The sprites don't jerk and jump around either, and Xenophage features impressive 256-color, multi-directional scrolling and also supports a variety of graphics resolutions from 320x200 all the way up to the SVGA delights of 640x480.

With numerous difficulty levels, advanced artificial intelligence (so they say) and extensive multi-player support, the Shareware version of Xenophage should be available before the end of the year. Who needs Rise Of The Robots, eh?

● Contact: Transend Ltd; Tel: (0274) 622228.



Desert Storm Command

MVP Software

As Frankie Goes to Hollywood put it so succinctly: "War! Hurrr! What is it good for?" In the song the answer was "Absolutely nothing" but, as far as the computer games industry is concerned, war and fighting mean money. And lots of it.

Desert Storm Command, from MVP Software, is an arcade-style game that dumps you in a variety of combat situation in the Persian Gulf. Featuring more than 20 separate missions, the game is split into four individual sections: Combat, Scuds, Tomahawk and Tanks; of which only Combat and Scuds are available in this Shareware version.

In the Combat scenario you must protect your soldiers as they try to dash from left to right across the bottom of the screen. In true Operation Wolf-style, enemy soldiers appear in windows and foxholes and you must eliminate these snipers before they take potshots at your men.

In the Scuds section of the game, you take charge of a Patriot Missile battery and, just like the old arcade classic, Missile Command — in fact, *exactly* like Missile Command — you must fire your Patriot missiles to knock out wave after wave of enemy Scuds, helicopters and fighter jets.

And that's about it. Desert Storm Command simply latches onto the war theme and rehashes a couple of old arcade favourites. It's not a bad game, but then it's not very good either. It's in that strange grey area between the two because, after a while, you tend to realise that the gameplay is so amazingly shallow that you wonder what possessed you to load it up in the first place. The Combat section doesn't have the style or indeed the excitement of something like Operation Wolf, and as for Scuds... well, the less said the better. Give me Missile Command any day.

If you're looking for a cheap arcade blast, there are much better, faster and more exciting games around than this one. Don't bother.

**● Contact: Testware Publishing, 46 The Avenue, Harrogate, North Yorks HG1 4QD;
Tel: (0423) 886415.**

OVERALL 48%

r less than a Fiver

Stone Mist 2

Bit Brother Software

It may not be graphically beautiful — and it isn't — but if there's one thing you can't accuse Stone Mist 2 of being it's tiny. Stone Mist 2 is an RPG, and like many exponents of the computer role-playing genre you get to generate a character — yes, complete with hit points, strength, dexterity and so on — and to guide him or her around a huge gameworld, battling monsters, stealing treasure and swapping rumours with tough, leather-clad barbarians in taverns. Oh, and there's probably the odd buxom serving wench in there as well...

But Stone Mist 2 isn't based on your usual Orcs 'n' Goblins fantasy system, because it features a background based on the Middle Ages — about 1400-1500, to be exact — and is heavily influenced by Norse Mythology. Unlike many RPGs the game is open-ended, so you, the player, decide where you want to go and what you want to do.

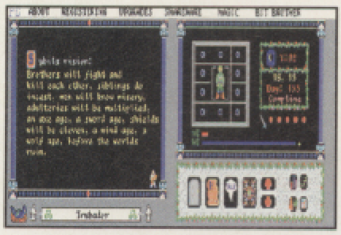
Obviously, there are certain sub-plots and adventures in the game, but after you've equipped yourself with an arsenal of weapons and magical items, you can travel wherever you please in the top-down gameworld.

SM2 also features a comprehensive inventory system and a huge variety of monsters, weapons and magical items. Languages also play an important role in character development, as some races have their own particular dialects. If you want to speak to these races you have to be fluent in their language.

There's no denying that Stone Mist 2 is a huge game and one that will keep you amused and interested for weeks. But compared to games like Ishar 3, Elder Scrolls and even the early Ultima series, it pales in comparison. RPGs can be very dull and it often helps if they are at least half-decent to look at. Despite its size, beauty is not a word you would ever use in the same sentence as Stone Mist 2.

However, if you're looking for a cheap role-playing challenge, Stone Mist 2 is... well, it's alright. I suppose.

● Contact: Bit Brother Software, No. 2 Winged Foot Way, Littleton, Colorado 80123, USA.



OVERALL 82%

F-18: No Fly Zone

Doe Entertainment

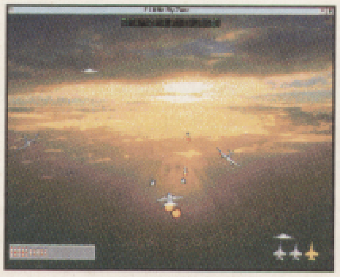
I'm not going to dwell very long on F-18: No Fly Zone because, frankly, it's not very good. And this is a shame. First impressions lead you to believe that you're in for a treat, because the intro screen has this great picture of an F-18 Hornet, soaring up into a pastel blue sky. Unfortunately, the game itself is a let-down.

The game runs under Windows. With the mouse you guide a tiny F-18, moving it left, right, up and down, shooting at all the enemy planes that fly towards you. And that's it. Just fly forward a bit, shoot a few planes, finish the level and do it all over again. There are some nice digitised voices and some sampled sound effects but there's really nothing vaguely 'good' or indeed praiseworthy here at all.

To sum up, F-18: No Fly Zone is neither exciting, fiendishly addictive or any good. I showed it to Dave and he took one look and walked off to continue his knitting. Dave Kelsall sighed, tutted and went back to Monster Max on the Nintendo Gameboy.

If you're getting the feeling that F-18 isn't very enjoyable, you're absolutely right. That marvellous phrase involving a barge pole suddenly springs to mind.

● Contact: Doe Entertainment, 2412 Desert Oak Drive, Palmdale, California 93550, USA



OVERALL 32%

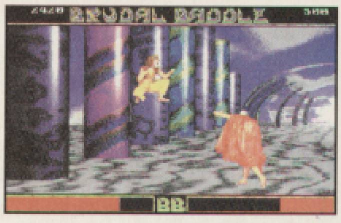
Brudal Baddle

Sanbird Software

Los Alamos, Nevada, 2023. The talented scientist Dr Chen has invented a way to punch holes in the space/time continuum and eight holes into the past have been made so far. But when Chen attempts to make a hole into the future, a half-man/half-machine called Talis Ra comes through the hole, neatly rips his head off and steals the time machine equipment. Now it's up to you to battle through time to defeat Talis Ra...

Now I've no idea why beat-'em-up games actually need a plot. It's completely redundant, because whether the game is set in feudal England, ancient Japan or the dirty streets of downtown Los Angeles, all the gameplay boils down to is Bloke A punches/kicks Bloke B, Bloke A uses a special fireball move and so on ad infinitum.

Brudal Baddle is no different, but for a Shareware game the way it uses digitised characters is quite exceptional. Okay, so it's a blatant rip-off of Mortal Kombat, but it's still impressive.



However, despite the fact that each character can perform 24 standard moves and various 'specials', the gameplay is lacklustre and lifeless.

Once you've lost to the opening baddie — she looks like a belly dancer to me — you can't really be bothered to have another go. But that aside, If you can't afford to shell out £35 for a StreetFighter clone or the imminent Rise Of The Robots, then Brudal Baddle isn't really that bad. But hang around for XenoPhage, that's my advice.

● Contact: Sanbird Software, 535 Mahaffey Drive, Richmond, Kentucky 40475, USA.

OVERALL 60%

Going on-line with CompuServe

If you have a PC and suitable communications software, with PC GAMES you can log onto CompuServe immediately. CompuServe's London dial-up node accepts all modem speeds up to 14,400bps and can be reached by dialing (071) 490 8881. Simply dial this number and type in the following responses to the system requests:

HOST NAME:	**CIS**
USER ID:	**177000,5606**
PASSWORD:	**EXPLORE/WORLD**
AGREEMENT NUMBER:	**UKPCGAME**
SERIAL NUMBER:	**93006**

If you have any problems, simply call CompuServe's Freephone helpline on (0800) 289458.

Where can I get this lovely Shareware?

If you'd like more information, on any of the products mentioned above, in addition to the direct mail addresses, here is a list of some of the friendly Shareware libraries that you might try first. Ask them to send you a catalogue of their games or check this magazine for adverts.

Transend Services Ltd
(0274) 622228
PD Soft (0702) 466933
Testware UK Ltd
(0423) 886415

Shareware libraries often charge different prices for the same games so try to shop around to find the best deal.

You'll usually find that you'll pay by the disk, not by the game. This means that if one disk costs £2 then a game like Raptor (which comes on three disks) will set you back £6. Postage & Packing is normally included and, if it isn't, just go somewhere where it is.

If you've got a modem, why not try giving the following BBS systems a call. Initial on-line time is free but for more access most systems will charge you an annual subscription fee.

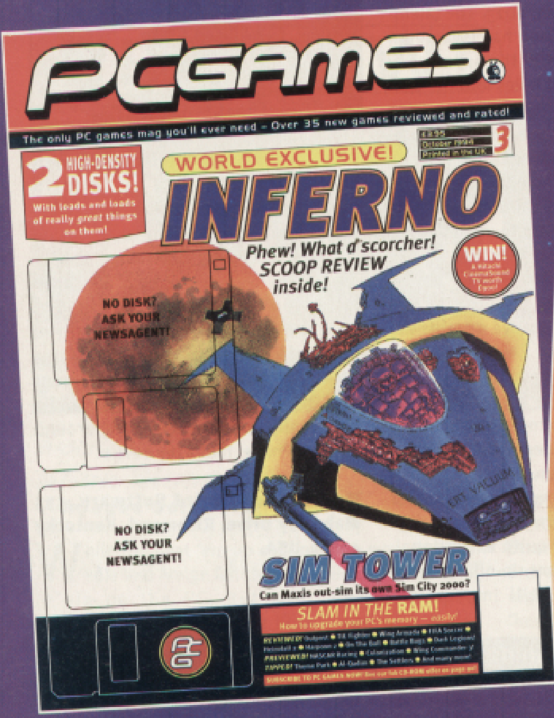
After Hours BBS
(0785) 228214
On-Line BBS
(0839) 661199/88/77

All of these games are also available on CompuServe and the Internet.

SUBSCRIBE TO

YOU'D BE MAD NOT TO — JUST LOOK AT THIS FANTASTIC OFFER!

For a 'mere' £124.99 (excl. VAT) you get...


PC GAMES
The only PC games mag you'll ever need – Over 35 new games reviewed and rated!
October 1994
3
2 HIGH-DENSITY DISKS!
With loads and loads of really great things on them!
WORLD EXCLUSIVE!
INFERNO
Phew! What a scorcher! SCOOP REVIEW inside!
WIN!
NO DISK? ASK YOUR NEWSAGENT!
NO DISK? ASK YOUR NEWSAGENT!
SIM TOWER
Can Maxis out-sim its own Sim City 2000?
SLAM IN THE RAM!
How to upgrade your PC's memory – easily!

ELECTRONIC ARTS

PAGAN
Ultima VIII

SPACE HULK
ELECTRONIC ARTS

...12 issues of PC GAMES, the essential guide to games on the PC...

...Either the superb Pagan: Ultima VIII or the new enhanced Space Hulk on CD...

So what's the catch?

There isn't one — it's just that we're so excited about going monthly from next issue, that we felt we had to give a little something back to you, our loyal readers! You've never had it so good!

(Actually, there is one catch — this offer is open only to UK residents. Sorry.)

Tell me more about PC GAMES...

What is there to say? As you probably know, it's the best darn magazine about games on the PC called PC GAMES that human money can buy. Inside every barn-storming issue you'll find the...

- Best disks — Fantastic playable slices of the hottest games, as well as a few special surprises!
- Best reviews — Definitive playtests of the games you want to play today!
- Best previews — In-depth peeks at the games you'll be playing tomorrow!
- Best tips — Easy-to-follow guides and solutions to the games you were playing yesterday!
- Best features — When we can be bothered to get off our backsides and do them!
- Best jokes — Subject to availability!

Tell me more about the CD games...

Pagan: Ultima VIII

From the brain of Richard Garriott comes the latest in the massively-successful Ultima saga! Guide the Avatar across the mystical island of Pagan in search of his destiny! Beautiful graphics, superb playability and an intriguing plot make this an essential game for anyone with a thirst for adventure!

MINIMUM SPEC: 486, VGA and 4Mb RAM.

Space Hulk

An intense action/strategy game with more than a few similarities to the movie Aliens! Command a squad of rock-hard Marines as they penetrate the alien-infested bowels of vast spaceships. So scary you may well pap your pants.

MINIMUM SPEC: 386, VGA and 4Mb RAM.

Pagan: Ultima VIII or Space Hulk — whichever you pick, you'll have a whale of a time. And both are specially enhanced for CD-ROM.

Tell me more about the ICD300...

Certainly, o sceptical one. The Bluepoint ICD300 is a smart CD-ROM drive and no mistake, offering...

- Superb double-speed performance — Makes all your CD games run faster and more smoothly!
- Easy-peasy installation — Plugs straight into your PC, so you'll be up and running in minutes!
- Ultra-compatible — No more annoying IRQ and DMA conflicts to worry about!
- Clutter-free — No interface cards to faff with!
- Supports most major soundcards — Hurrah!

To put it simply, the Bluepoint ICD300 is one of the best CD-ROM drives currently on the market — and that's official, because we said so.

But don't take our word for it — here's what the techy Tefal-heads at PC REVIEW said about it in their August 1994 issue:

"The ICD300 combines excellent performance with an unbeatable price... easier to install and less fuss to have around than any other CD-ROM drive"

So it must be good, then.

21-Day Money Back Guarantee

Should your ICD300 prove unsatisfactory, please return both IDC300 AND CD-ROM game with accompanying letter to: Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harborough LE16 9EF within 21 days of receipt, and we will refund the ICD300, CD-ROM game and any unmailed copies of PC GAMES. Goods must be returned in mint condition with relevant packaging intact. EMAP Images regrets that it cannot accept any responsibility for returned goods lost in transit. This does not affect your statutory rights.

PC GAMES

DANGER
INVISIBLE LASER RADIATION WHEN OPEN
AVOID DIRECT EXPOSURE TO BEAM
VORSICHT
CLASS 1 LASER PRODUCT
COMPACT disc CD-ROM
DOUBLE SPEED

SAVE UP TO £65!

(On the RRP if these items were purchased separately.)

...A Bluepoint ICD300 double-speed CD-ROM drive!

CALLING ALL SKINFLINTS!

OKAY, so you're not interested in the ICD300 CD-ROM drive and game, but you still want to subscribe to PC GAMES. No problem — 12 issues of PC GAMES, including P&P, costs...

UK/BFPO	£47.40
SURFACE ROW	£55.00
AIRMAIL EUROPE/EIRE	£65.00
AIRMAIL ZONES 1 & 2	£95.00

That ICD300 CD-ROM drive in full

The Bluepoint ICD300 is a double-speed, multi-session, MPC2-compliant internal CD-ROM drive, with a motorised tray loader, volume control and headphone socket, 300ms average access time and 307Kbp/s sustained data transfer rate.

THE BLUEPOINT GUARANTEE

All ICD300s come with a 12-month warranty. Please contact Bluepoint for installation and general queries regarding your ICD300. In the unlikely event of your ICD300 being faulty, please return it to: Bluepoint, 17-19 James Way, Milton Keynes MK1 1SU — you will receive an immediate replacement. Returned ICD300s must include a 'returns number' obtainable from Bluepoint. Bluepoint and EMAP Images regret that they cannot be held responsible for any returned ICD300s lost in transit.

- For more info call the Bluepoint hotline on (0908) 277007.

PC GAMES

YES! I know a good deal when I see one — count me in!

HOW TO ORDER: Simply fill in this coupon and, enclosing payment, send it to: PC GAMES Subscription Dept, Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leicester LE16 9EF.

Please tick/delete as applicable:

☐ Please send me a year's subscription to PC GAMES, a Bluepoint ICD300 double-speed CD-ROM drive and a CD game!
CD-ROM offer £147.40 (£124.99, plus **£15.41 VAT* + £7.00 carriage**). OFFER OPEN TO UK RESIDENTS ONLY!
I would like (tick one box only)... ☐ Pagan: Ultima VIII CD — OFFER CODE JO2 ☐ Space Hulk CD — OFFER CODE JO1

☐ Forget the CD-ROM drive and game, I'll just have the year's subscription to PC GAMES, thanks.
☐ UK/BFPO £47.40 ☐ Surface ROW £55.00 ☐ Airmail Europe/Eire £65.00 ☐ Airmail Zone 1 & 2 £95.00

Method of payment

☐ I enclose a cheque/postal order/International Money Order made payable to EMAP Images Ltd for £..........

☐ Please debit £.......... from my ☐ Access/☐ Visa/☐ Mastercard/☐ Diners Card/☐ Amex Card.

Card No.: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date: ☐☐/☐☐/☐☐

Signature:.. Date:..........................

TO ORDER OVER THE PHONE, CALL THE SUBSCRIPTION ORDERS HOTLINE ON: (0858) 468888 (anytime between 9.00am and 5.30pm Monday to Friday).

NAME:..

ADDRESS:..

....POST CODE:.............................

Please allow 28 days from receipt of order for delivery. The Bluepoint ICD300 and game will be sent separately from your first issue. We reserve the right to offer an alternative or refund in the unlikely event that the games/offer advertised should become unavailable. You will be informed of this. This is a high-value, non-refundable subscription offer. This does not affect your statutory rights. We regret that we are unable to accept enquiries regarding the ICD300, which should be addressed to Bluepoint, tel: (0908) 277007.

The Bluepoint ICD300 offer is available to UK residents only.

Offer closing date 8th December 1994.

☐ Tick this box if you do not wish to receive any direct mail that EMAP Images feels may be of interest to you.

SOURCE CODE: IJ14

* VAT at 17.5% on ICD300 and CD-ROM game.

Power Up

This month we have — quite literally — gone tips *bonkers*! Not only are there in-depth playguides for Outpost, The Chaos Engine and the latter stages of TIE Fighter, but we've also compiled a complete solution to Heimdall 2! Oh, and there's even the second instalment of our three-part Al-Qadim solution! How — nay, *why* — do we do it?

As commander of a tiny colony ship fleeing a dying Earth, you — yes, *you* — hold mankind's fate in your hands... Blimey, we suspect you'll be needing these handy tips then...

Outpost

Whoops *apocalypse!*

First of all, you've got to decide on which new planet to settle. Happily, this is the easy bit so plump for Sigma Draconis — it's as good a choice as any. As for supplies, take one of each satellite (except interstellar), 200 colonists, 4 colony landers, 20 food units and fill up any remaining space with life support units.

Once you've reached Sigma Draconis, you've then got to figure out where to land. On the site map window check the elevation map — look for a blackish location with red diamonds dotted around it, which means clear terrain with potential mines. Once selected, a red 'X' will appear on the tile map. Run a turn and, once the seed lander has replaced the 'X', the seed factory will start production, sprouting construction tiles and pre-fab tubes.

A miner step *forward*

Once down on the ground, clear the surrounding area so that you can build five further buildings and use the digger robot to dig shafts on opposite sides of the complex — this will make underground development easier.

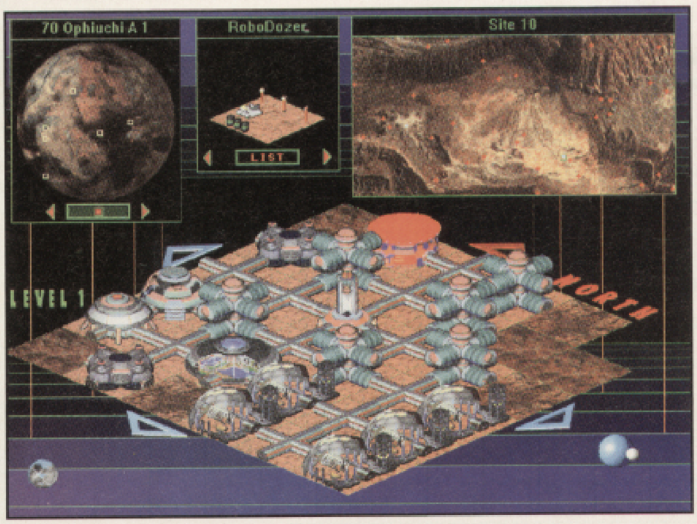
If there is a red mining beacon close by put a robominer to work on it. Several turns later, the first level of the mine will be dug and it will automatically start moving resources to the seed factory.

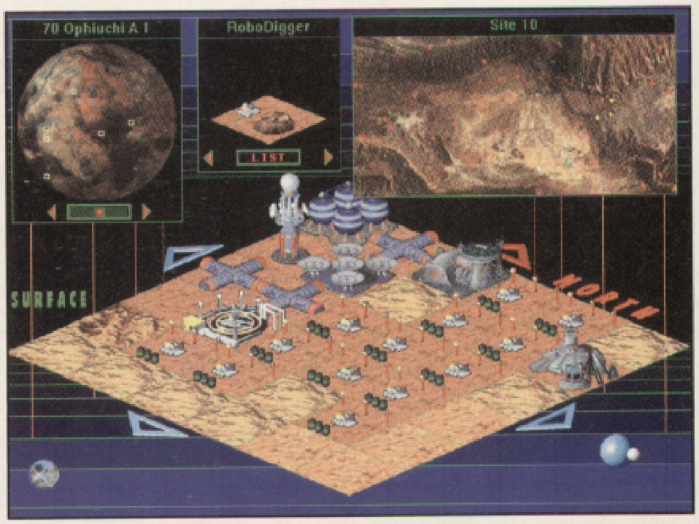
Go through a few turns, keeping the terrain around the seed factory clear with the robodozer — that way there's always plenty of prime flat ground ready for your construction efforts. Around Turn 10 or 11 start excavating underground (you'll need lots of subterranean space later in the game). When the miner finishes the first level start the second level going and so on.

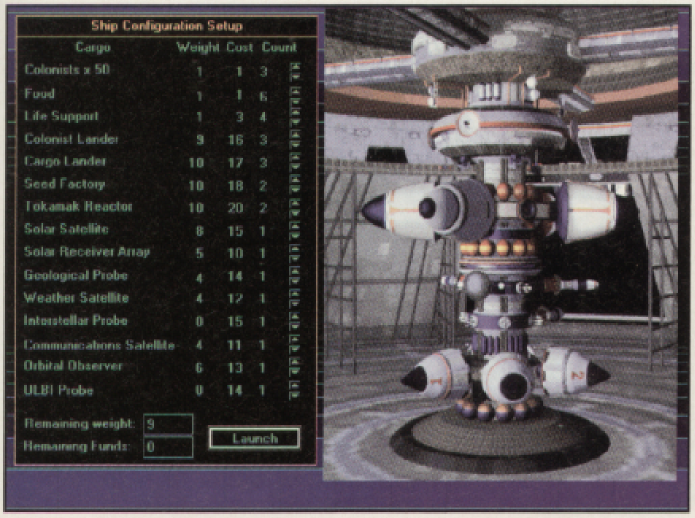
Tubes help you breathe *more easily*

Use tubes carefully. Tubes carry power and air from the power facilities and CHAP, and a connection is necessary for existing buildings and tubes. When putting a tube on a section of the tile map that you earlier bulldozed, you should get structures appearing in the tile selector window (as long as you have the resources to build them).

When first starting out, you may find tubes are not available until you bring down your first colony lander. Also, if there is nothing available in the tile selector





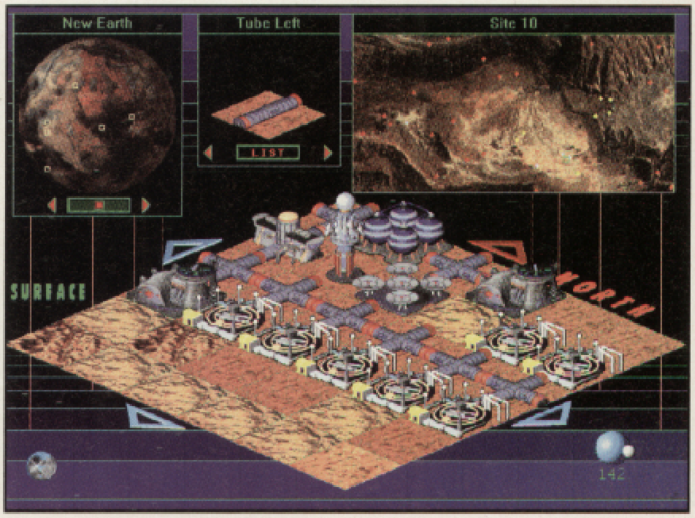


Ship Configuration Setup

Cargo	Weight	Cost	Count
Colonists x 50	1	1	3
Food	1	1	6
Life Support	1	3	4
Colonist Lander	9	16	3
Cargo Lander	10	17	3
Seed Factory	10	18	2
Tokamak Reactor	10	20	2
Solar Satellite	8	15	1
Solar Receiver Array	5	10	1
Geological Probe	4	14	1
Weather Satellite	4	12	1
Interstellar Probe	0	15	1
Communications Satellite	4	11	1
Orbital Observer	6	13	1
ULBI Probe	0	14	1

Remaining weight: 9

Remaining Funds: 0



window except robots and tubes, this is probably because construction requires a physical tube link on an adjacent tile to your building site.

Planet *any way you want*

What to build is the next problem. Although the manual suggests building an agricultural dome, a CHAP, a power facility, storage tanks and then residential units, you may well need to adjust this to the needs of your colony.

At Turn 19 I suggest bringing down the colony landers and the supplies and then, on Turn 20, you should build the following structures: an agricultural dome, a CHAP, a solar power receiver, storage tanks and a warehouse. Remember to set the factory in the seed unit to producer dozers and, at about Turn 24 or 25, build a robot command and a SPEW and start building residential units underground.

Try to leave about 6-10 people unemployed to replace any colonists who happen to die, and don't forget to add more mines to keep resources moving steadily into the colony.

Seed factory *robots*

There are three types of robots that land with your seed factory: the robodozer, the robominer and the robodigger. While the factory is setting itself up, you can position the robots and set them to work, as described earlier.

There are also explorer robots, which scuttle off automatically into the alien wastes, looking for new mines that weren't discovered by the starship or the implausibly-named Penetrator probe. To get even the toughest sites on the Easy level you'll need no more than a dozen explorers.

New robots must be stored in a warehouse, so be aware that it's no use producing the little suckers until you have somewhere to put them. Robots that are active don't need warehouse space, so it's only for the new ones. One warehouse is plenty for this, unless you don't have a robot command centre.

Getting *industrious*

Whether you made your robots at the seed factory, or whether you've built an extra surface factory, you'll be wanting to get the most out of them. Assuming you were clever enough to pack a communications satellite when you left Earth, you'll be able to control your robots no matter how far they wander.

If you didn't, then you've got more building ahead of you. Every communication tower you slap on the map has a communications radius of thirty tiles, which means that you can send your robominers and the others further afield.

Once you have six dozers running, change the factory to producer miners until you have two, and then switch to digger production. Try to keep up the residential building and maybe add the occasional storage tank as you go. Raw mineral totals should ideally be maintained at around 72-84 units and, if this falls to 36-48 units, start a new mine. This is the key to keeping mineral production constant, and you'll find that three or four mines will keep this total pretty level.

A life and death *situation*

Being the commander of a settlement on a far-flung planet isn't easy. You have to be able to cope with the fact that some of your people won't make it to the end. Death is a harsh reality in Outpost, and if your people start kicking the bucket, you're going to want to know why. Yes, even though you've set up a CHAP facility by Turn 20, your colonists will still start to drop dead.

Death *on the rock*

Colonists get old and have accidents, more so on very hostile planets, and there's nothing much you can do. They also die of starvation or lack of air, but you can certainly do something about that. Make sure that the agricultural domes are giving you enough food (one unit for ten people) and that air is making it into all the structures.

The good news is that by Turn 60 the old age and accident department of your colony morgue should be a quieter place, because the weakest colonists will already have kicked the bucket and the survivors have supposedly learnt safer construction techniques.

At this point you should build two laboratories and set one to pursue Basic Research. The other you can do what you want with, but Computer Science and Artificial Intelligence research allows you to construct a hot lab. Like Civilization, Outpost has a complex technology tree and if you want to know how to reach, say, Nanotechnology, consult the handy 'technology tree' panel on the last page.

It takes *all sorts*

If you scan the Executive Summary Report, the population will have a 'Details' button. Click on it to get a breakdown of the types of people you have in your colony — you should find there are infants, students, workers, scientists and retired folks.

These stats are a useful indicator to how well your colony is doing. For example, you might find that if you're doing well, you'll get a bit of a population boom. Looking for more infants and students than workers and scientists is your give-away clue.

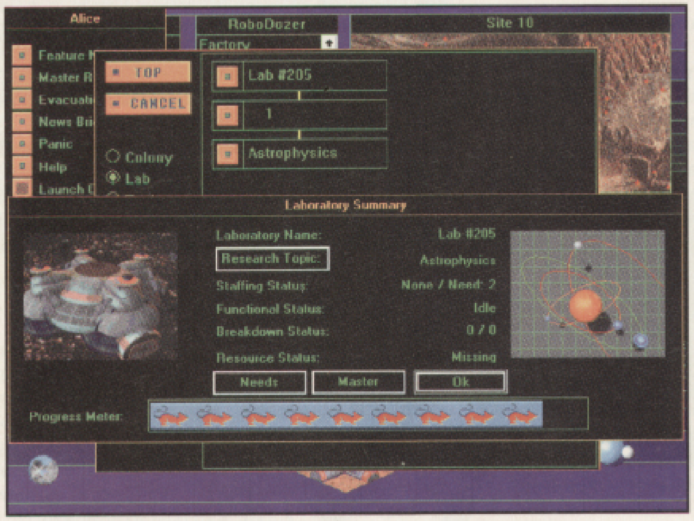
Obviously, you need workers and scientists for the daily running of the colony. This isn't 19th Century England, so kiddies and OAPs aren't much use down the mines (or anything else for that matter). And there isn't any way, not even with a good

The Handy *Technology Tree*

Ah, the appliance of science. Whatever goal you set yourself in Outpost you'll need to research new and exciting technology — here's what leads to what...

APPLIED SCIENCES

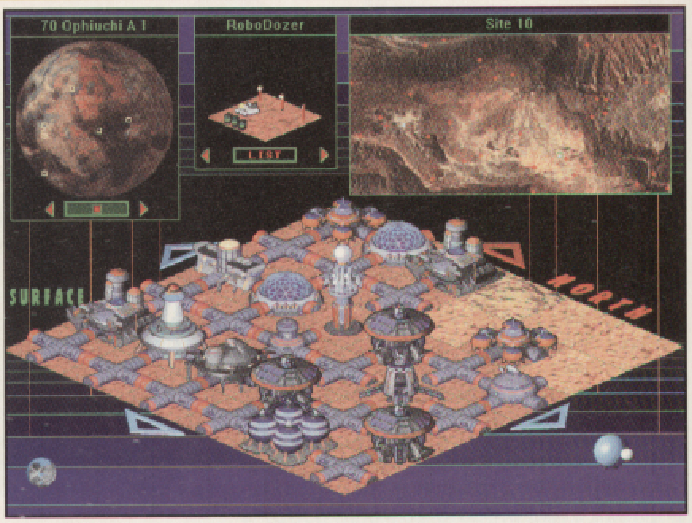
- ASTRONOMY
  - ASTROPHYSICS (Celestial Navigation)
  - BASIC ASTRONOMY (Meteor Alert)
  - PLANETARY ASTRONOMY (Local Planet)
  - STELLAR ASTRONOMY (Solar Flare Alert)
- BIOLOGY
  - MEDICINE (Suspended Animation)
    - PHARMACOLOGY (Health Improvement)
      - ALIEN PHARMACOLOGY (Alien Virus Cure)
  - EXOBIOLOGY (New Food Source)
  - PLANT BIOLOGY (Terraforming Microbe)
    - AGRICULTURE 1 (Improved Food Production)
  - PHYSIOLOGY
    - ANATOMY
      - COMPARATIVE PHYSIOLOGY (General Health Improvement)
  - EMBRYOLOGY (Infant Survival Improvement)
  - IMMUNOLOGY
  - ENTOMOLOGY
  - ECOLOGY
    - ALIEN
      - ATMOSPHERE
      - TERRESTRIAL
      - MARINE (Meteorology)
- CHEMISTRY
  - BIOCHEMISTRY
  - PHYSICAL CHEMISTRY
    - METALLURGY
    - MATERIAL PROCESSING (Improved Smelter)
  - QUANTUM CHEMISTRY (Improved SPEW)
- PLANETARY SCIENCES
  - METEOROLOGY (Weather Prediction)
  - GEOGRAPHY (Map with Coordinates)
  - GEOLOGY
    - TERRESTRIAL
      - TEUTONICS (Earthquake Prediction)
      - MINERALOGY (Find Minerals Faster)
      - VULCANISATION (Volcanic Activity Prediction)
    - MINERAL RESOURCES
      - TERRESTRIAL (Improved Mining)
      - EXTRATERRESTRIAL (Command Facility)
    - ENGINEERING GEOLOGY (Road Building)
- MATHEMATICS (Factory Efficiency)
- COMPUTER SCIENCES
  - ARTIFICIAL INTELLIGENCE (Hot Labs)
    - AI MANAGER (Multiple AIs)
    - AI PERSONALITY (No AI Problems)
    - SPACE PROBE (Intelligent Space Probes)
    - ROBOTICS 1
      - AIRBOTS
      - REPAIR ROBOTS
      - HUMAN WORKER REPLACEMENTS
  - ADVANCED PROCESSORS (Improved Commercial)
  - SYSTEMS ANALYSIS
    - EFFICIENCY STUDIES 1 (Factory Production Improvement)
    - EFFICIENCY STUDIES 2 (Tech Level Advancement)



Laboratory Summary

Laboratory Name:	Lab #205
Research Topic:	Astrophysics
Staffing Status:	None / Need: 2
Functional Status:	Idle
Breakdown Status:	0 / 0
Resource Status:	Missing

Progress Meter:



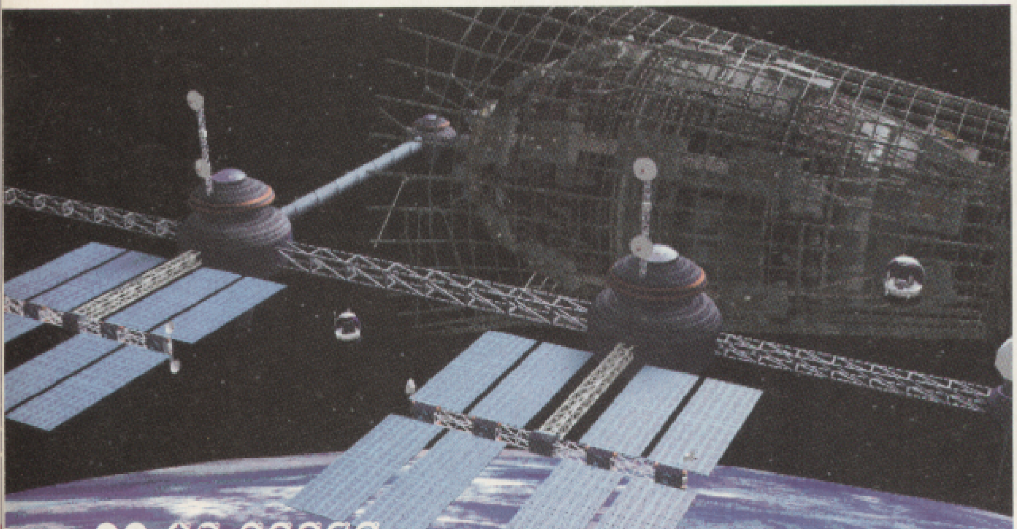
diet, that you can turn the youth of the colony into adults any quicker, or get them working beyond the age of 65 either. You have to let time take its natural course. However, universities help move students and workers into the scientist group if you're short of egg-heads.

In fact, once you have students in your population add a university and a medical center to your colony and keep building residential zones as long as you have people to build and man them. Watch your population closely and remember to add a agri dome every time your colony population increases by 50.

Bone *idle*

As people retire and shuffle off their mortal coils, buildings can go idle due to lack of staff. Of course, there are other reasons as well and if a building's status goes to 'Idle' all you have to do is click on the 'Needs' button on the report (the Executive Summary Report in the case of the CHAP facility) to discover the problem. It may be a lack of resources, power or people. Laboratories also go idle when they aren't assigned any specific line of research.

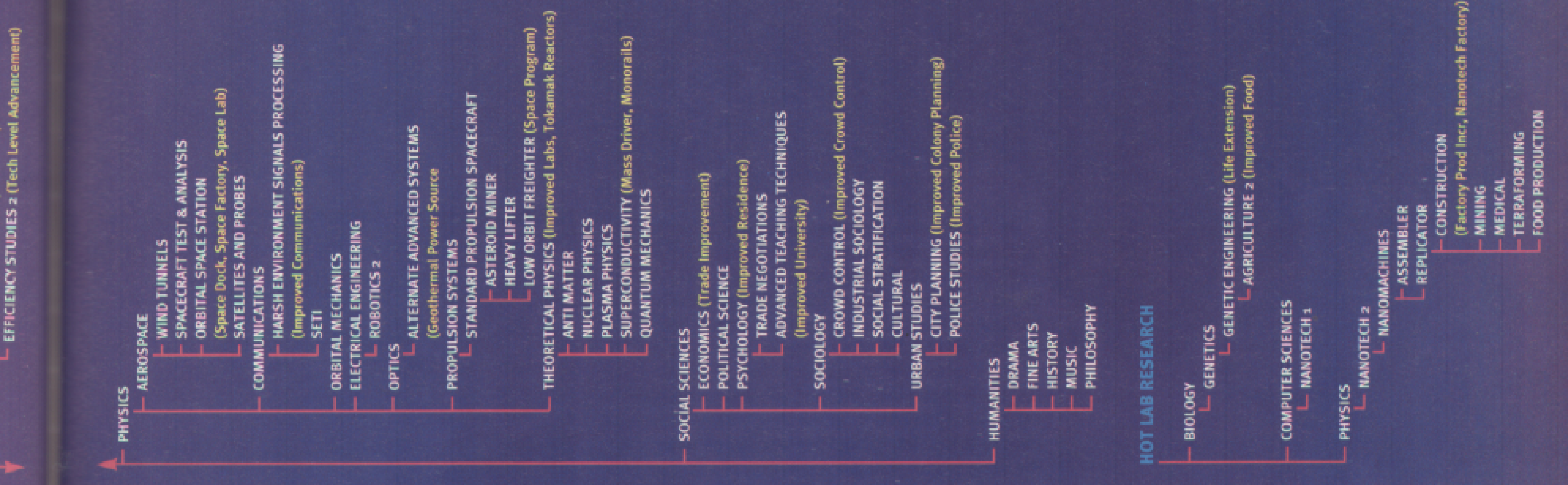
If resources become scarce then CHAP and power facilities should take top priority. Be draconian in your decisions. Unnecessary buildings should be bulldozed right off the face of the planet, especially if you've got SPEW to recycle the materials. If a lack of people is the problem then getting rid of spurious buildings frees up people to work elsewhere. Otherwise, only time will tell (and age your population to the working stage).



Mine, *all mine*

Also, check up on your mines. You need at least one fully operational, with a functioning smelter and enough storage space for the incoming resources. Mined ores stay at the mine shaft until there's a full load for the truck assigned to that mine, whereupon it shifts them to the seed factory smelter or the high-capacity smelter you might have built. After smelting, the resources go on to storage.

The trucks do their job invisibly as far as the map goes, and one is automatically produced to go with each mine. You can set up a surface factory to make more, but they only get dragged out of the warehouse if one of the others breaks down — they don't significantly increase the rate at which ore is moved around. To be honest, on the Easy setting you'll probably never need them. As for the roads and monorails talked about in the manual, they're completely fictitious — Outpost won't have any unless you get the upgrade.


EFFICIENCY STUDIES 2 (Tech Level Advancement)
PHYSICS
AEROSPACE
WIND TUNNELS
SPACECRAFT TEST & ANALYSIS
ORBITAL SPACE STATION
(Space Dock, Space Factory, Space Lab)
SATELLITES AND PROBES
COMMUNICATIONS
HARSH ENVIRONMENT SIGNALS PROCESSING
(Improved Communications)
SETI
ORBITAL MECHANICS
ELECTRICAL ENGINEERING
ROBOTICS 2
OPTICS
ALTERNATE ADVANCED SYSTEMS
(Geothermal Power Source
PROPULSION SYSTEMS
STANDARD PROPULSION SPACECRAFT
ASTEROID MINER
HEAVY LIFTER
LOW ORBIT FREIGHTER (Space Program)
THEORETICAL PHYSICS (Improved Labs, Tokamak Reactors)
ANTI MATTER
NUCLEAR PHYSICS
PLASMA PHYSICS
SUPERCONDUCTIVITY (Mass Driver, Monorails)
QUANTUM MECHANICS
SOCIAL SCIENCES
ECONOMICS (Trade Improvement)
POLITICAL SCIENCE
PSYCHOLOGY (Improved Residence)
TRADE NEGOTIATIONS
ADVANCED TEACHING TECHNIQUES
(Improved University)
SOCIOLOGY
CROWD CONTROL (Improved Crowd Control)
INDUSTRIAL SOCIOLOGY
SOCIAL STRATIFICATION
CULTURAL
URBAN STUDIES
CITY PLANNING (Improved Colony Planning)
POLICE STUDIES (Improved Police)
HUMANITIES
DRAMA
FINE ARTS
HISTORY
MUSIC
PHILOSOPHY
HOT LAB RESEARCH
BIOLOGY
GENETICS
GENETIC ENGINEERING (Life Extension)
AGRICULTURE 2 (Improved Food)
COMPUTER SCIENCES
NANOTECH 1
PHYSICS
NANOTECH 2
NANOMACHINES
ASSEMBLER
REPLICATOR
CONSTRUCTION
(Factory Prod Incr, Nanotech Factory)
MINING
MEDICAL
TERRAFORMING
FOOD PRODUCTION

Loss of the ***seed factory***

So, commander, you're heading towards a glorious life on your brave new world. Your robots have ages to go before they wear their rusty little joints out, and it's all going swimmingly. Unfortunately, the bad news is that way before that happens the seed factory will collapse due to old age.

Yes, it heads off to the great mechanical graveyard in the stars at Turn 150, leaving you with some unique and potentially fatal problems if you haven't planned for it. The two biggest problems are that you lose the seed factory units, and that you have to maintain the tube network once these units go.

Up the creak, ***paddle-less***

To be frank, if you haven't sorted out your own smelter, robot factory or, most importantly, power facility by Turn 151 then it's your funeral. Adios. Goodbye. Arrivederci.

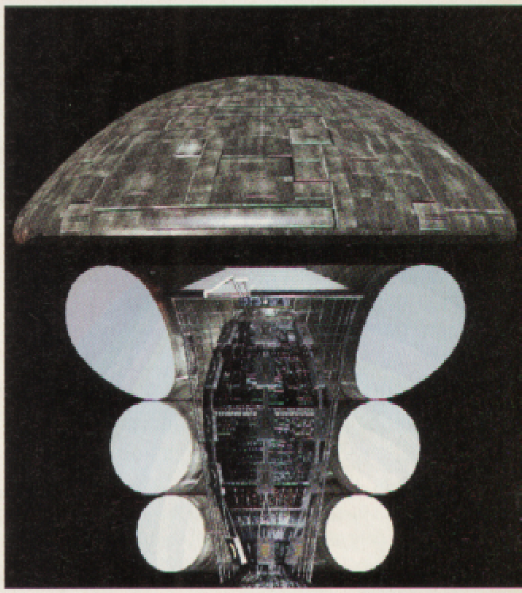
Similarly with the tubes. If you like to offer your colonists air and power, then it's pretty vital to have tubes to supply it. And maintenance of a tube system after the destruction of the seed factory unit now rests in your hands.

Of course, if these commodities are considered luxury items and of secondary importance, then that's your choice too. Just don't expect many people to stick around, and the ones that do will tend towards the dead side of colonial living. You have to arrange for bypass tubes to get round the lost areas before the collapse. You have been warned.

But once you make it past the seed factory collapse, you'll find that you're well on your way to ensuring mankind's continuing place in the universe. From this point on it's simplest if you follow the mining rule and concentrate on keeping your people watered, fed and housed.

By Turn 200 the rebel colony will have returned to the fold and you'll enjoy a mini-boom for a while. But remember to add more agri domes when this happens, and start building more labs (about four to eight should do nicely) with one hot lab so your knowledge base continues to advance.

I'm not saying that it's all going to be plain sailing from now on, but you'll be over the big hurdles that come your way in the opening stages. Good luck in the years to come, commander. Lord knows, you gonna need it...



Fancy some help solving Core Design's graphic odyssey? Well, whether you do or you don't, here's a complete solution...

Heimdall 2

Some words *of advice...*

What follows is a step-by-step guide to the main things you need to accomplish in order to complete Heimdall 2. Many of the puzzles — especially in the game's early stages — are *very* easy so we haven't gone into minute detail about how to solve them. If you *do* get particularly stuck in a location, scan around for any unusual floor or wall features and try pushing them — a way forward will typically reveal itself.

A general piece of advice is to pick up *everything* not nailed down, especially runestones. Don't forget that you can use Ursha as a spare backpack if needs be.

Also, don't engage Hakrats in battle unless you absolutely have to — most of the time you can just dodge them. If you do have to fight, keep on the move. Use your arrows to weaken your foe (you can collect them back afterwards) and then finish them off with your sword/axe/whatever.

Anyway, enough of that. Let's get started, shall we...?

The Hall Of Worlds

Before you do anything, fill your flask with water from the fountain. Now seek out the portal to Midgard (it's the only one activated, so it shouldn't be too hard to find)...

Midgard

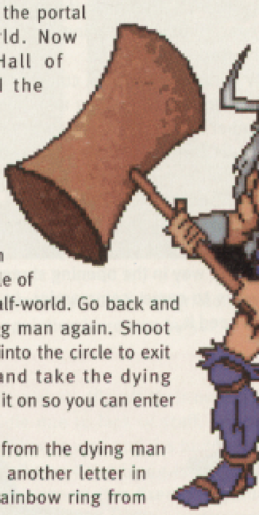
On arriving in Midguard you'll encounter two obelisks — shoot the one with 'Hit him' written on it to create a magical bridge. Ignore the guard — he won't let you pass whatever you do or say — and drop down to the secret passageway near the bottom of the screen, then make your way to Rurik's village.

In Rurik's village, go into the hut that looks like a store room. Open the box at the back of the room to find the circlet, then go and talk to Rurik. Walk to Eadric's village and then make peace with Eadric by giving him the circlet. Go into the pub to get further information about your next quest.

Back in Rurik's village, visit Rurik again and give him the letter from Eadric, and you'll get a pass for the King's Castle in return. At the King's Castle, give your pass to the guard. To find out what to do next, talk to the servant girl. Find the room with the large picture whose eyes follow you — touching the picture will reveal a secret entrance. Enter the bedroom and press the button on the bedpost to get the signet ring.

Give the ring to the guard, kill the Hakrat and take the letter from the King's brother. Give this letter to the King to make his advisor go away, deactivating the force field at the top of the stairs. To make the missing floor appear, shoot arrows into the three holes. Now you can get the first piece of Ro'geld.

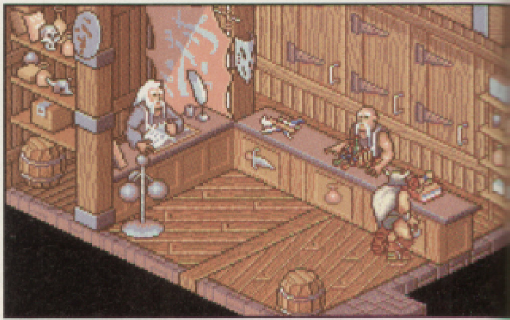
Go to the fisherman's hut and open the cupboard to release the fisherman. Visit Loki's shrine and find the fisherman's daughter — she will give you a talisman which opens the portal to the next world. Now return to the Hall of Worlds and find the portal to...



Utgard

Speak to the dying man on the battlefield and then shoot an arrow into the circle of fire to enter the half-world. Go back and speak to the dying man again. Shoot yet another arrow into the circle to exit the half-world, and take the dying man's armour. Put it on so you can enter the castle.

Give the letter from the dying man to the King to get another letter in return. Take the rainbow ring from the table and go to the Giant's Isle. Fill your flask with cold water in the Ice God's room and throw it on the fire in the Fire God's room. Return to the Ice God and cross the bridge.



Throw the rainbow ring into the pulsating sphere of light and, at the Giant's HQ, push over the candle and take the talisman. Head back to the Hall Of Worlds and return to...

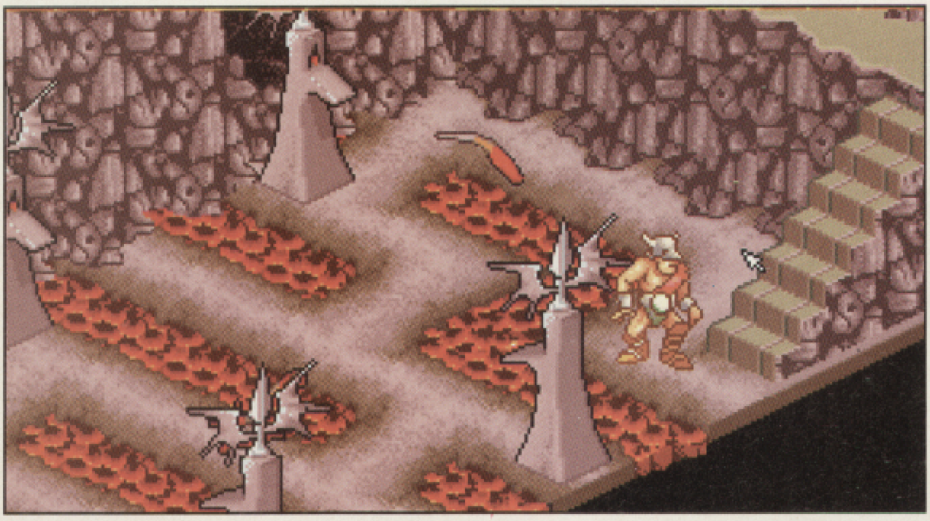
Utgard (again)

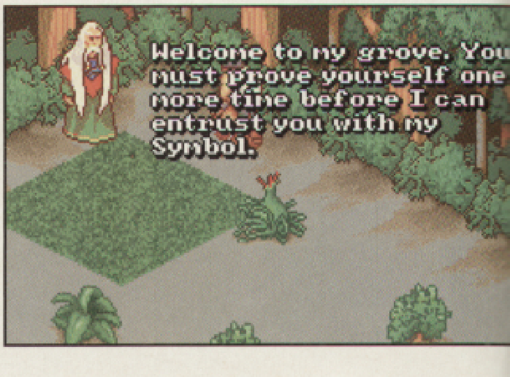
At the Lost Clan Isle, push the piece of bread towards the rat who will open the cell for you. Give the letter to the Dwarven King and take the new letter. Go down the steps and take the second piece of Ro'geld from the skeleton. Now return to the Hall Of Worlds. Go back into Utgard and give the letter to the King. Take the talisman for Her'ker'y, return to the Hall Of Worlds and go to...

Her'ker'yn

At the Druid's Grove, speak to the Druid and go into the map screen. At the village, kill the Dakta inside the armourers. Speak to the man who's making a sword and then take it. Kill the Dakta inside the pub and both the Daktas in the room below, then go back to the map screen.

At the Dakta HQ, jump down past the spiky ball and go into the alcove. Press the switch to make the steps appear. Go into the room with a pile of gold and touch the map on the wall. Kill the mirror reflection of yourself then the Dakta, and take the talisman. Get across the tiles using clues from the scroll. Shoot arrows into the mouths, take the third piece of Ro'geld and return to the Hall Of Worlds.





Welcome to my grove. You
must prove yourself one
more time before I can
entrust you with my
Symbol.

Spells a-popping!

Below are listed the rune combinations for all the spells that you can cast in Heimdall 2. Remember, however, that you'll need the correct runestones before you can conjure them up...

Healing spells

Lesser heal	ᛒ
Healing	ᛒᚢ
Lesser heal self	ᚴ
Mass lesser heal (affects both characters)	ᛒᚾ
Mass heal	ᛒᚾᚢ
Extra heal	ᛒᛏ
Cure poison	ᛒᚹᚴ
Resurrect	ᛒᛤ

Offensive spells

Firebolt	ᛋᛏ
Fireball	ᛋᛏᚾ
Firestorm	ᛋᚾᛤ
Call lightning	ᚺᛏᚾ
Disintegrate	ᛟᛤ

Defensive spells

Personal shield level 1	ᛉᚢ
Personal shield level 2	ᛉᚢᛊ
Protection from poison	ᛉᚴ
Protection from fire	ᛉᛋ
Protection from magic	ᛉᛠ

Miscellaneous spells

Slow enemy	ᛗᚹᚢᚾ
Full combat boost	ᛉᚴᛠᛊ
Physical combat boost	ᛉᚴᛊ
Magic combat boost	ᛉᚴᛠ
Create object	ᛔᚢ

Tal'ker'yn

Go into the Death Goddess's room and make Heimdall and Ursha commit suicide by walking into the statues. Walk into the light that appears on the wall, and take the crown and the holy symbol. Exit the room to bring the characters back to life. Go into the Judge God's room and place the crown on his head to be judged. Take the holy symbol.

Enter the Air Goddess's room and walk into the lightning to teleport. Explore until you've found a shield, some armour and a helmet. Discard the helmet in the main room to make the bridge appear, then take the holy symbol. Next, go into the God of the Weak's room, kill his two bowmen and take the holy symbol from across the void.

Go into the Light Goddess's room, make your way across the tiles and take the holy symbol. Now head for the Nature God's room and take the seeds from three of the plants: the one to the right of the grass that looks like a big red bud, the plant just below it and the one in the bottom left-hand corner. Discard them in the patch of grass.

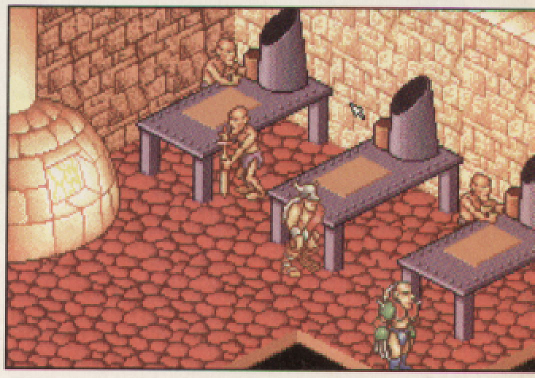
Now go to the closed door at the end of the corrido, place the holy symbols on the spaces on the floor and enter. Put the shield in front of the laser light and take the last piece of Ro'geld. Go back to Ander in the garden and take another symbol, then return to the Hall Of Worlds.

Return to Her'ker'rn and give the holy symbol to the Druid. Walk through the gate in the trees and then onto the turtle's back. Talk the fire sprite who will teleport you to the Hall Of Worlds.

Nifl'heim

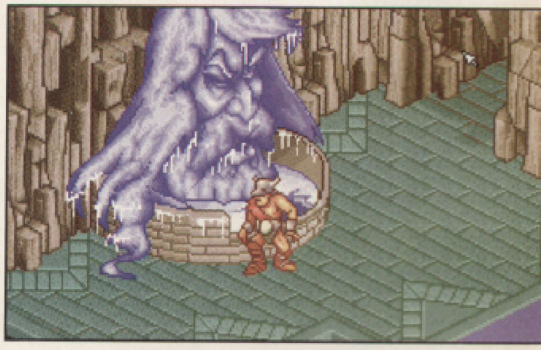
Walk toward the lava ands onto the fire boat, then take the dragon's teeth. When you get to Loki's daughter you'll discover a secret door to her right. Fire arrows into the three heads and walk through the door. Place a dragon's tooth on each red circle on the floor then walk into the main circle to be teleported.

Walk back to the dragon's head and exit the room. Kill the chief Hakrat and then search out Loki's room. When you are teleported into Baldur's room, Ander will teleport you out to safety (fortunately).



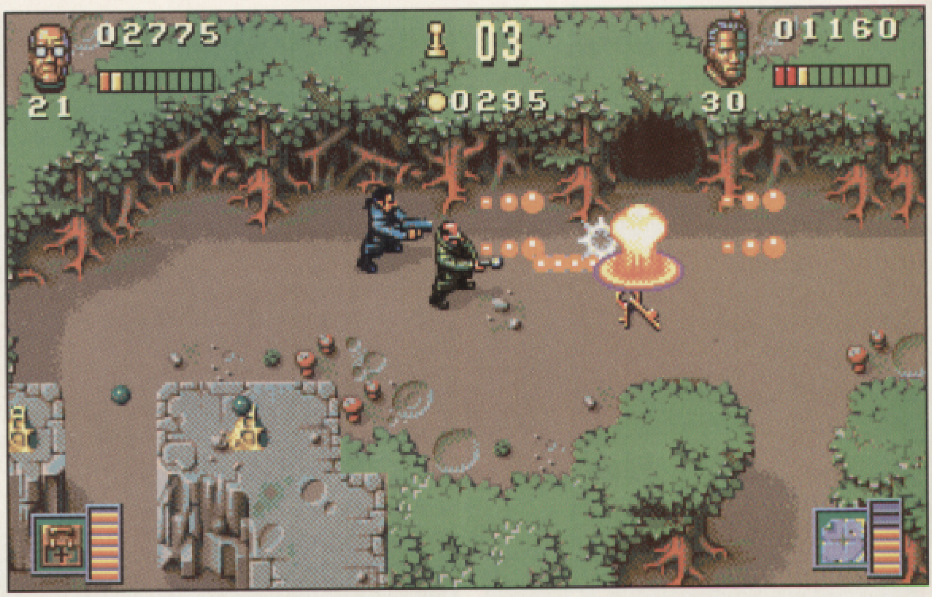
Sho Ker'yn

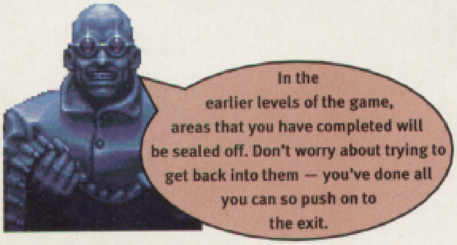
Make your way across the tiles and kill the doubles of Heimdall and Ursha. Walk through the gate and then go to the room where you will find a Ro'geld and theshadow of a character. Turn around so that the shadow is facing the Ro'geld and attempt to 'pick up' to retrieve the Ro'geld. Exit this section and go into the room where you will find a Dakta. Kill the Dakta and chop the rope on the wall. Now walk across the wood plank into Ashok's room. Ashok is invisible so just throw the Ro'geld at him. Go into Loki's room for the final, fateful confrontation and the end of the game. Ta-daa!



The Chaos Engine

Load up the game, grab a mate and prepare to defeat the Chaos Engine once and for all with our fab hints and tips.





In the earlier levels of the game, areas that you have completed will be sealed off. Don't worry about trying to get back into them — you've done all you can so push on to the exit.

Picking the *right* team...

Before the killing can start, you've got to select which characters to 'be'. There are six on offer, each with different hire costs, weapons and special items. The full low-down on each character is provided in 'The Geezas!' panel.

You've only got 3000 coins to spend on each character, but bear in mind that any cash you've got left over will go into the bank and can be spent later on goodies in the shop (which appears after the second level in World 1).

When choosing a character, remember that each character's weapon does a different amount of damage and has a varying level of 'upgradibility' — check out 'The Weapons!' panel to find out which one suits you best.

If you're looking for a good all-rounder then go for the Brigand or the Mercenary, but if it's brute strength and mega-killing potential you're after then try the Navvy or the Thug — they're the most powerful devils in the game.

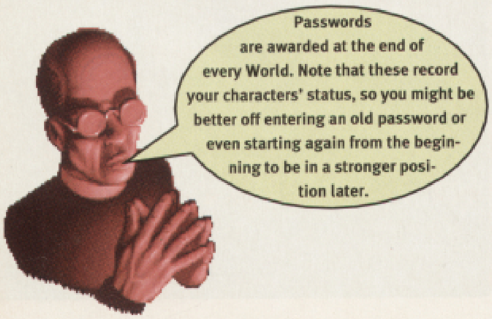
Although these two move with all the speed of a snail on tranquilisers, they have very powerful weapons and massively destructive specials, albeit only a few of them. On top of that, they can take a lot of hits before being killed. However, if you're thinking of picking them as a computer-controlled player (CCP) then think again, because they're relatively stupid and not much use to begin with.

In comparison, the Gentleman and the Preacher are weak. They can only withstand a couple of hits but they are very fast moving and intelligent, and they also get a wide range of very useful specials.

If you're just starting out as an adventurer in the world of The Chaos Engine then it's probably best to choose either the Brigand or the Mercenary as the human-controlled player (HCP) as they have the best balance of abilities.

The Gentleman makes a very good CCP as he's quick, intelligent and carries the Map as his special item which the novice player will find very handy. The Preacher is also a good choice as the CCP because he carries the First-Aid Kit which will allow the HCP to heal himself — handy if you keep getting shot, which you will.

The more experience player should try the Navvy as the HCP; he's a very strong character who has a very powerful, easy-to-use weapon and a very destructive special — Dynamite. However, he does move slowly and can find it difficult to avoid fast-moving shots.



Passwords are awarded at the end of every World. Note that these record your characters' status, so you might be better off entering an old password or even starting again from the beginning to be in a stronger position later.

Playing alone...

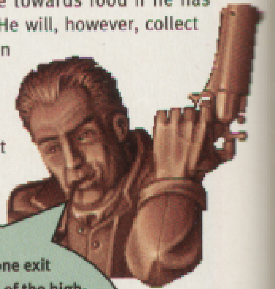
In a one-player game all the money collected is automatically split 50/50 between the HCP and the CCP, so you don't have to worry about who shoots what during play.

If the CCP dies you will have to pay for him to be resurrected, so it's in your interest to share out power-ups and such like as fairly as possible to ensure that he stays alive. And don't think for a second that you'll be able to get by on your own — you won't.

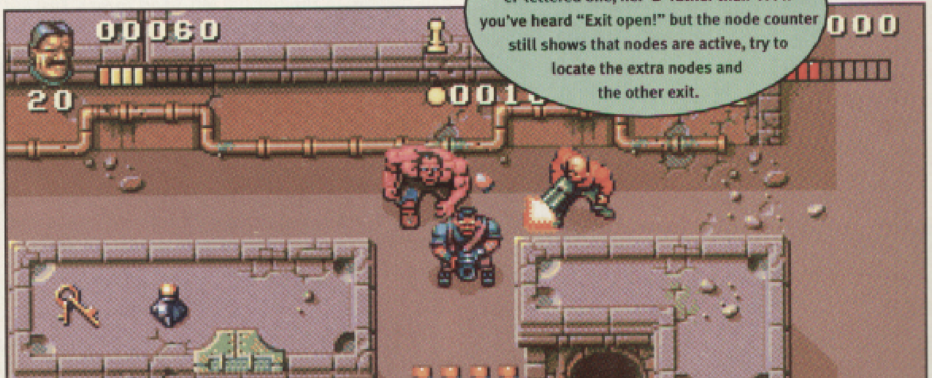
During the game the CCP's actions can be influenced by the HCP. For example, it's important to realise that the CCP can't see through the HCP, so he'll not run for things if you're blocking his line of sight. If he has nothing better to do the CCP will always attempt to get behind the HCP, so by a combination of moving and turning around it is possible to affect what he can see and what he will do.

The CCP will only move towards food if he has less energy than the HCP. He will, however, collect it if he walks over it while on his way to something else — the same applies for extra lives.

The CCP will not collect any object, no matter how much he needs it, if that



If a level has more than one exit it's always better to go out of the higher-lettered one, i.e. 'B' rather than 'A'. If you've heard "Exit open!" but the node counter still shows that nodes are active, try to locate the extra nodes and the other exit.

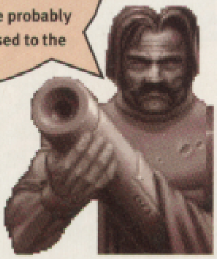


The weapons!

What are they? What damage do they do? Do the shots go through nasties? All is revealed below...

Character	*Weapon*	*Initial damage*	*Maximum damage*	*Maximum bullets*	*Do shots go through monsters?*
Brigand	Rifle	7	36	4	Depends on level of power-up
Mercenary	Gatling	6	36	6	No
Gentleman	Flamer	5	30	2	Yes
Navvy	Cannon	8	44	4	Depends on level of power-up
Thug	Shotgun	8	49	7	No
Preacher	Lightning	6	27	1	Yes

Silver Keys are important as they open up the path to the exit or make vital items appear. Gold Keys, however, open secret rooms or bonus areas. Some of these can be quite difficult and so are probably best avoided until you get used to the game.



object would affect the map in some way or generate monsters. Therefore he will never pick up keys, booby-trapped food or the like.

Playing with a friend...

In a two-player game, it's best to stay away from the edge of the screen until you know the game really well, otherwise you could find yourself running straight into a crowd of monsters.

The money collected is shared out according to what each character does. Activating nodes and picking up keys are the most important things, so make sure you get as many of these as possible. The last node — the one which opens the exit — is the most important of all, since you'll be credited for opening the exit as well as activating the node. You're also awarded points for killing monsters (obviously) and being the first through the exit.

In general, it's best to try and co-operate. Share out the power-ups and the specials as evenly as possible and attempt to do an equal amount of work on each level. Decide which of you is going to cover the rear and which of you is going to shoot the nasties up ahead, as there's no point you both shooting at the same monster.

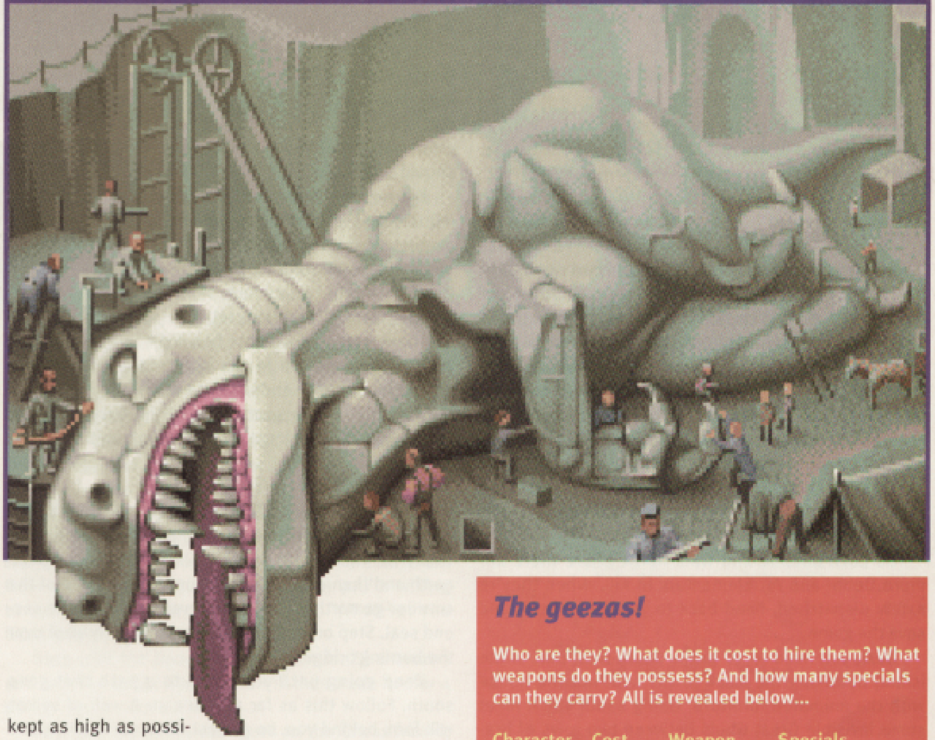
While playing look out for strange background details — shadows that don't look right, pillars with faces on them, etc — as things are not always as they seem. Don't be afraid to experiment — you can't hurt yourself... much.

Down the shops...

Cash can be spent on the shop screen (which appears after every other level) to improve a character's skills and abilities. You will have to make sure that a character's skill level is kept as high as possible, as this controls his current maximums for all his other statistics and dictates how many weapon power-ups and special abilities are available for purchase. Also, try to keep his level of weapon power-up as high as possible and then you can spend any money left over on extra lives — if you have any.

Intelligence is very important for CCPs as it controls how well they play the game, so buy it for them whenever you possibly can. Also the slower characters, like the Navvy and the Thug, would greatly benefit from a little speed boost when you get the chance or the spare cash.

An extra life is awarded to either player, in both one- and two-player versions of the game, for scoring a multiple of 7000 points (i.e. 7000, 14000, 21000, 28000, etc).



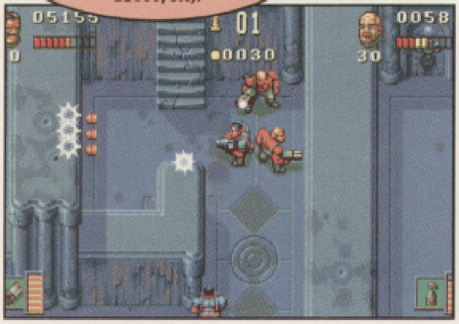
The geezas!

Who are they? What does it cost to hire them? What weapons do they possess? And how many specials can they carry? All is revealed below...

Character	Cost	Weapon	Specials
Brigand	2750	Rifle	Shot Burst Molotov Cocktail Attract
Mercenary	2750	Gatling	Bomb Mines First Aid
Gentleman	2500	Flamer	Map Attract Repellant Party Power
Navvy	3000	Cannon	Dynamite Shot Burst
Thug	3000	Shotgun	Molotov Cocktail Air Burst
Preacher	2500	Lightning	First Aid Map Shield Freeze

Next *Month!*

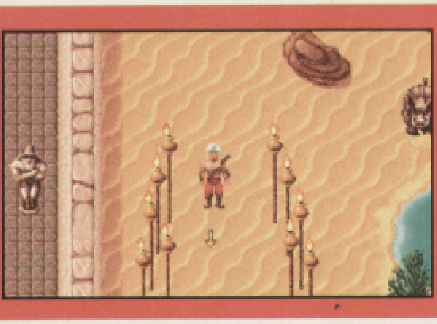
We reveal the hidden secrets of each and every level! Be there!



15145
04
0085
02
30
30

It's time to pull on the baggy trousers and Arabian slippers once more as we bring you the second instalment of our full solution to SSI's magical desert adventure.

Al-Qadim



Isle of Shibaz

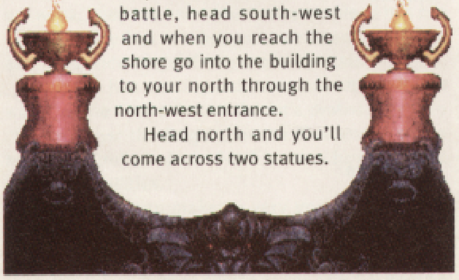
Go into the building to your east, head south and take the 'Heart of Stone' scroll. Then go east from the entrance room, moving stone blocks as needed. In the sixth room read the red book then continue onwards, ignoring the scroll called 'Enemies'. As you leave the building, you'll come across many tiny Air Elementals and Debbi that need killing. Take them on a few at a time, and you should have no trouble.

Now head into the building to the west and swipe the treasure there. The building to the north-west contains furniture that animates and attacks you, but there's treasure hidden in here as well.

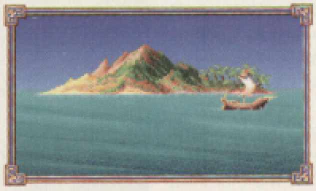
Go back outside and walk north where there are more Debbi and Air Elementals to kill. When they're safely dispatched, head back to your ship, heal, and save the game.

Next, you need to go to the south-west part of the island by taking the track to the south of the house with the animated furniture. Going south you'll meet some invisible Great Ghuls between two rows of braziers. They can be tough opponents, so use any means to dispose of them. After the battle, head south-west and when you reach the shore go into the building to your north through the north-west entrance.

Head north and you'll come across two statues. Talk to the left-hand one, saying the words that you discovered in the book earlier on the island. Inspect the statue on the right and then put the 'Heart of Stone' scroll in its ear. Keep going north and you will be told "We will alert our master to your presence".



Further on you will come across a purple chest. To get another shard for your sword talk to the chest, saying that you want to put treasure in, not take treasure out. Then reply "A handful of gems!" and put in a generous handful of gems — about 13 should do nicely.



Keep going through the building until you meet the man on the magic carpet. Follow him until he stops and speak to him. Say, "Oh great Rashidin! I come here seeking knowledge" and then tell him you have some knowledge but not enough, and that you'd very much like to see his wondrous library. He should be flattered and agree to show it to you. Go to the building to the south-east of the fiery braziers, where you'll find stairs to the library/labyrinth.

The Labyrinth

Head north-west, killing the Great Ghuls that attack you from the north. Then go east, past some statues to where the first seal is located. Step on it and continue north and then east. At the statue in the middle of the corridor go north and pull the lever, revealing the second seal. Step on that too, and move smartly west over the burning bridge.

Keep going until you come to a path that goes south. Follow this as far as you can. A wall of spikes will form behind you, so go east, then south along one pathway and then back west. At the jars more spike walls will form about you, so you'll have to smash the pottery and go around the walls, heading west to the third seal. Activate that one too and continue west back to where you started.

Now go south through the spike maze. Pull the lever, and go east over the bridge. Then go south where you'll find the fourth seal. Activate it, go back to the bridge, and continue east. You'll come to another lever. Pull it and go over the nearby bridge.

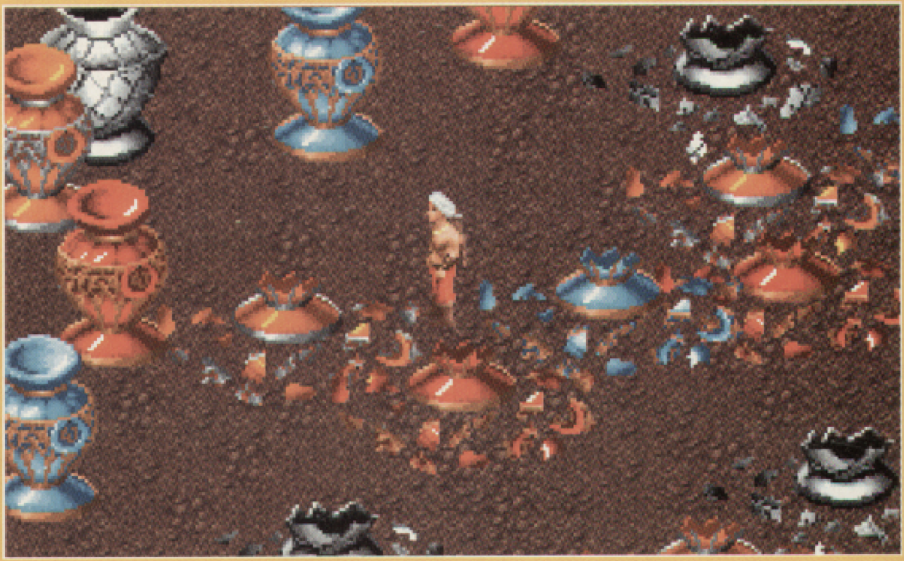
On the other side you should head south, pulling levers as you go, until you come to a room full of jars. Some contain treasure, so smash them all. Go west then north after the line of statues to find seal number five. Keep going north to discover seal six.

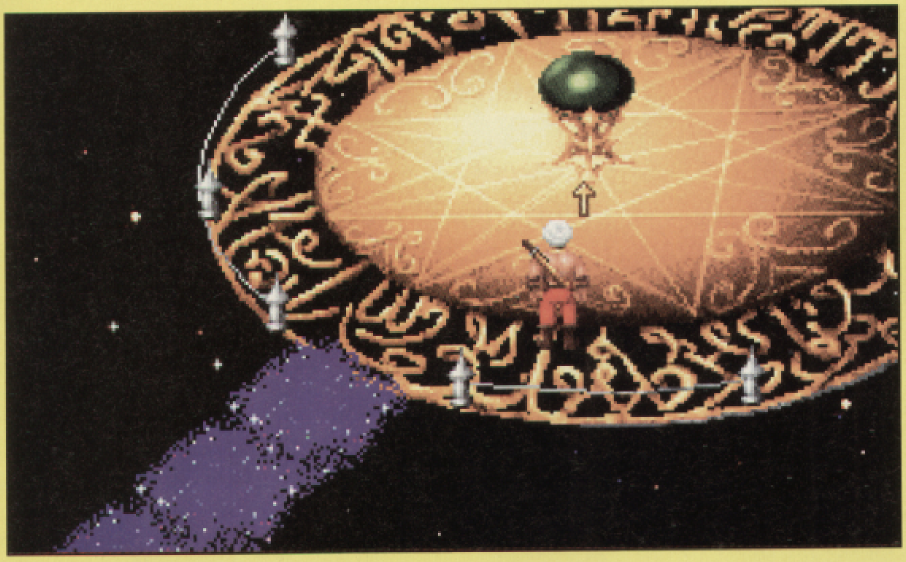
Now return to the south wall and go west. Walk on six seals as you pass the spike chest, go around the western spikes, and take the treasure from the chest. Go west one room and turn north until you come to the magic portal. Walk onto the centre seal and then through the portal.

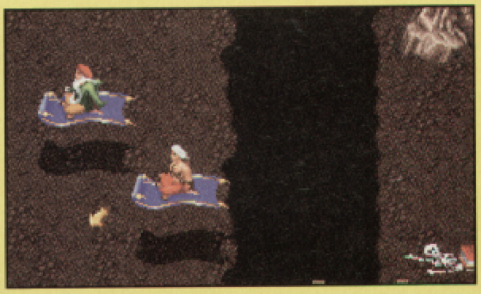
Once you're through, go east and then north. Pull the lever, and cross the bridge. Follow the path to the west, and return to the portal once you've activated the seal and read the book that you find there. Now go west, then north to a jar. Smash the jar and kill the woman inside. Going north again you'll come to a room of statues and seals. Walk on each seal and pull the handle to create the skeleton bridge. Cross it to get to the flying carpet.

The Library

Once on the carpet, fly north and land on the seal to the west of a set of stairs going down. Downstairs is the library.







Inside the library go west, then north until you see a pot. Break the pot to get a scroll containing the name of the Isle Of The Genies. Read it and leave.

Outside the library again, take the flying carpet. Fly south-east and land on yet another seal. Take the staircase up, board your ship, and sail off to the Isle Of The Genies as marked on the scroll.

Isle of the Genies

Head south until you find the Wall Of Fists, then west and round until you get to the southern part of the island. There you'll find a gate of Flying Fists. Go in and walk north. A big Efreet will stop you and, when you speak to her, she will give you four missions. All four require you to visit the city of Bandar al-Sa'adat, so set sail for it...

The four quests

For the first mission, buy the smartest snake in the world from a shop called 'Reptile Desires', the second shop on the west side of the main road.

The second mission needs a stop at 'Hakim's Heating', just south of the snake shop, for the hottest coal in the world.

The third task, to find a specially woven veil, can be fulfilled at 'Ingrid's Shop of Wonders', on the right side of the street north of the well.

At any stage you can also go to the 'Supernatural Emporium' on the east side of the street near the gate. Here you can buy potions, shards of Moonstone, or the gilded dove for the mermaid.

If you run out of money there's always 'Sands Point Gambling Club' on the west of the main road, located to the southwest of the well.

To the northwest of the club is Zubakon the Weapon Master, where you can train your combat skills at levels 4 and 6.

For the fourth test you'll need to visit Qutlum ibn Tasheed, the wise man who lives at the Traveller's Rest, on the east side of the main street. He'll tell you where the Isle of Senat is, and you can then go to your ship and set sail, in search of the 'Bottle of Eternal Emptiness'.

Walk spritely, because every second on this island reduces your health. Go east to a northern opening, then at the intersections go north, west, north-west, and finally south-west where you will see a gold chest with the bottle inside.

Return to the Efreet with the bottle. Swear on your honour that the bottle is completely empty, and the Efreet will disappear.

Isle of the Genies, part 2

Go north to the Chess board. Each of the four openings takes you to a different Genie Lord. Starting in the lower-left corner, walk to the right until five squares light up, then up for three, then left one square. This activates a teleport.

Speak with each Lord. Learn their names and tell them your story. Then ask to leave.

Go north-west to the Marid. Repeat the pattern from that corner of the board, and when teleported talk to him about the Efreet. Get his whole story and ask about Shar-Izad. Then it's back to the Chess board, going north-east and tracing the pattern as before.

Next, you'll wind up before the Noble Dao. Ask about Shaharazad and you find that she'll want a Djinni Gem for her. Rush back to the Djinni sisters, repeating what you learnt from 'Genies are different from mortals'. When they ask you what you're willing to do for the Sky Gem, keep replying "Whatever you think is fair", until you get it.

Back with the Dao, trade the gem for Shaharazad and take her to the Marid, who will then trade her for a potion. Seems like a fair deal...

Now use the south-east path to the Chess board, follow the usual pattern, and you'll meet the Efreet Lord. Talk with him, drink the potion you've just been given, and walk across the chessboard. The flames won't harm you.

Speak with the Efreet about the Genie's Curse. When you have all the information, return to your ship and go to Bandar Al-Sa'adat looking for your father.

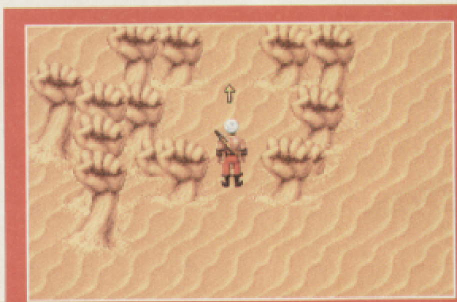
Bandar Al-Sa'dt revisited

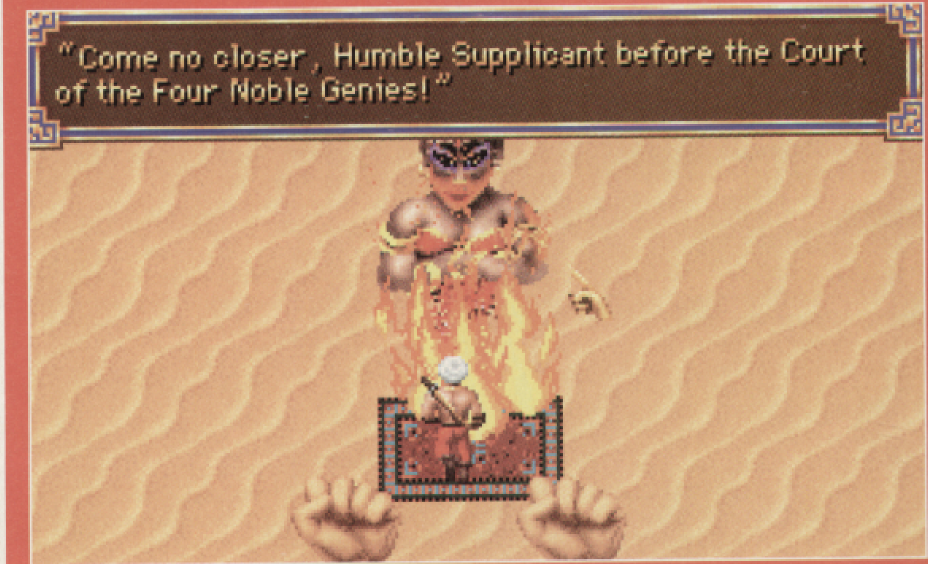
Find the Vizier in the castle, who tells you that the Caliph is too busy to see you. As you are leaving, though, accept the invitation to the feast from the servant, and follow the instructions you are given.

The Head Chef will send you to the trade office, who sends you to Omar the baker for the bone key. Then return to Sumia, the Head Chef, and enter the dungeon by the secret passage she tells you about.

Inside, move the rocks from the blocked passage to find a key. Then go north, killing giant spiders, then east through a secret door. Going through the gate to the south, open the door to the east in the hall. Speak with the Cyclops, lead him back out of the dungeon to Sumia and let her rub him with spices.

Take the Cyclops out of the castle, avoiding all the guards and lead him out of town. Listen to what he says about Hajar, but return to the dungeon where your family still waits...

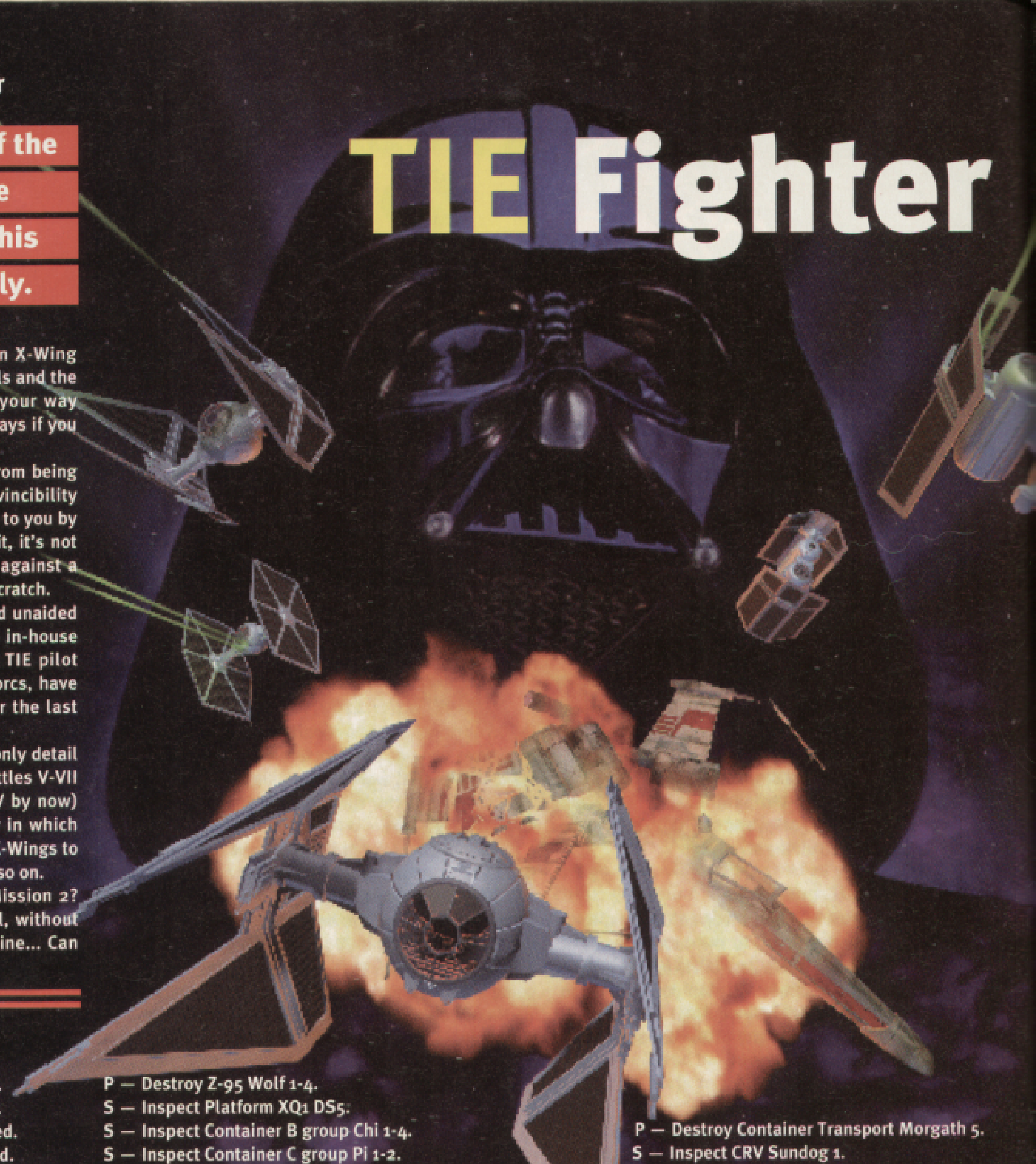




"Come no closer, Humble Supplicant before the Court of the Four Noble Genies!"

TIE Fighter

Come and feel the power of the Dark Side. Oh, and tell Vice Admiral Thrawn to launch his TIE Fighter tips immediately.



TIE Fighter is a much easier game than X-Wing ever was. Thanks to the three difficulty levels and the handy invincibility mode, you can cheat your way through all seven battles in less than two days if you so want.

But cheating has its drawbacks. Apart from being downright sneaky and underhand, with invincibility on you can't play the special missions given to you by the Emperor's Secret Order and, let's face it, it's not really much of challenge if you can fly up against a Calamari Cruiser and come away without a scratch.

But if you are struggling valiantly — and unaided — against the Rebel scum, the PC GAMES in-house strategist (i.e. Dave), in association with TIE pilot Stephen Kilcline from Great Malvern in Worcs, have come up with a few tips and strategies for the last segment of the game.

The delightful tables printed below not only detail the Bonus goals that are up for grabs in Battles V-VII (you're bound to have finished Battles I-IV by now) but in addition we've suggested the order in which you should attempt each mission — which X-Wings to shoot first, which transports to identify and so on.

So, how do you complete Battle VII, Mission 2? What are those elusive Bonus goals? Well, without further ado, it's over to our man on Tatooine... Can you hear me Dave?

Battle V

Mission 1

TIE Interceptor Gamma 2 must be destroyed.
TIE Interceptor Gamma 3 must be destroyed.
100% of TIE group H-Alpha must be destroyed.
100% of TIE group H-Delta must be destroyed.
100% of TIE Bomber group H-Beta must be destroyed.
Shuttle Lambda must be destroyed.
100% of Mine group Type 1A must be destroyed.
100% of Mine group Type 1B must be destroyed.
100% of Container D group Chi must be destroyed.
100% of Container D group Psi must be destroyed.
100% of X-Wing group Blue must be destroyed.
100% of Y-Wing group Red must be destroyed.

Procedure:

S — Request Reinforcements with Shift-S.
S — Redirect all energy to engines.
S — Inspect Container D group Chi 1-2.
S — Inspect Container D group Psi 1-2.
S — Go to M/FRG Osprey.
S — Inspect Shuttle Lambda as soon as it arrives.

Mission 2

Destroy B-Wing Red 1-3.
Destroy 100% of Z-95 Headhunter group Wolf.
Destroy Corellian Transport Cimigo.
Destroy one of TIE Advanced group H-Alpha.
Destroy one of A-Wing group Blue.
Attack Victory Star Destroyer Protector.

Procedure:

B — Destroy CORT Cimigo immediately:
    Redirect energy to engines (press 'F9' 3 times);
    Target CORT Cimigo;
    Launch 9 Advanced Missiles.
P — Destroy B-Wing Red 2.
P — Destroy Z-95 Wolf 1-4.
S — Inspect Platform XQ1 DS5.
S — Inspect Container B group Chi 1-4.
S — Inspect Container C group Pi 1-2.
S — Inspect Container E group Xi 1-4.
S — Inspect Container D group Psi 1-2.
P — Destroy B-Wing Red 1-3.
P — Destroy Container B group Chi 1-4.
P — Destroy Container C group Pi 1-2.
P — Destroy Container E group Xi 1-4.
P — Destroy Container D group Psi 1-2.
B — Destroy T/A H-Alpha 1
    (1 Advanced Torpedo).
B — Destroy A-Wing Blue 1.

Mission 3

Inspect one of Container E group Pi.
Victory Star Destroyer Protector must be attacked.
Destroy Heavy Lifter AAA Tow.
Destroy Heavy Lifter A1 Tow.
Destroy Heavy Lifter A2 Tow.
Destroy one of TIE Advanced group H-Alpha.
Destroy one of TIE Advanced group H-Beta.
Destroy one of TIE Advanced group H-Gamma.
Destroy one of TIE Advanced group H-Delta.
Destroy 100% of A-Wing group Blue.

Procedure:

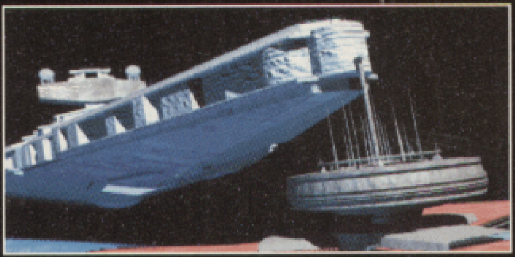
S — Inspect FRT Karflo 1.
P — Destroy FRT Karflo 1-3.
S — Inspect CNVYR Sorosuub 1.
P — Destroy CNVYR Sorosuub 1-2.
S — Inspect Container Transport Morgath 1.
P — Destroy Container Transport Morgath 1.
S — Inspect Container Transport Morgath 5.
P — Destroy Container Transport Morgath 5.
S — Inspect CRV Sundog 1.
P — Destroy CRV Sundog 1-2
    (4 heavy rockets each).

Mission 4

Victory Star Destroyer Protector must be attacked.
Destroy Modified Corvette Wurger 1-2.
Shuttle Toten must have completed mission.
Destroy Cargo Ferry Badger 1.
Destroy Cargo Ferry Badger 2.

Procedure:

P — Attack TIE Advanced.
B — Destroy Cargo Ferry Badger 1-2.
S — Inspect Shuttle Toten, as soon as it appears;
    Redirect all energy into engines.
S — Inspect M/CRV Wurger 1.
P — Keep on attacking TIE Advanceds
    (there are 14 to kill).
P — Destroy M/CRV Wurger 1-2.



Key

P — Primary mission
S — Secondary mission
B — Bonus mission
* — Hard level only

Mission 5

Inspect Nebulon B Frigate Olinor.
Destroy Modified Corvette Wurger 1-2.
Destroy Shuttle Toten.
Transport Kolermigon must be boarded.
Corellian Transport Geddawai (geddit?) must be captured.

Procedure:

S — Inspect CORT Geddawai.
P — Disable CORT Geddawai (2 Advanced Torpedoes).
S — Inspect Shuttle Toten.
P — Disable Shuttle Toten.
S — Inspect Transport Kolermigon.
P — Disable Transport Kolermigon.
P — Destroy all mines.
B — Inspect FRG Olinor.
P — Destroy B-Wing Blue 1-3.
B — Destroy M/CRV Wurger 1-2 (4 Advanced Torpedoes); you may reload with TUG CUV 8f1 if needed.
B — Destroy Shuttle Toten.

Battle VI

Mission 1

100% of all Rebel craft must be destroyed.

Procedure:

P — Destroy B-Wing Blue 1-3.
B — Destroy A-Wing Red 1-6.

Mission 2

100% of all Rebel craft must be destroyed.

Procedure:

P — Destroy Y-Wing Blue 1-4 (1 Advanced Torpedo each).
S — Inspect Corellian Corvette Mar Duun.
S — Inspect Corellian Corvette Vop Hui.
B — Help destroying the Corvettes.
P — Destroy A-Wing Gold 1-3.
P — Destroy X-Wing Red 1-8.

Mission 3

Destroy 100% of X-Wing group Blue.
Destroy 100% of A-Wing group Gold.

Procedure:

P — Order Wingmen to destroy X-Wing Blue 1-6.
S — Disable B-Wing Red 1 (1 Advanced Torpedo).
P — Destroy B-Wing Red 2-5.
P — Destroy ATR Storm Unit 1-2 (2 Advanced Torpedoes each).
B — Help destroy X-Wing Blue 1-6.
P — Destroy A-Wing Gold 1-3.

Mission 4

Tug U-4f91 must have completed mission.
Tug U-4f92 must have completed mission.
Tug U-4f93 must have completed mission.
Tug U-4f94 must have completed mission.
Tug U-14f1 must have completed mission.
Destroy 100% of A-Wing group Red.
Destroy Cargo Ferry Bujiboi.

Procedure:

P — Destroy Z-95 Charlie 1-4.
P — Disable Transport GEC U47.
P — Disable Shuttle Kalree.
P — Disable CORT Lucky Day (2 Advanced Torpedoes).
P — Destroy Z-95 Adam 1-4.
P — Destroy Z-95 Baker 1-4.
*P — Destroy Z-95 Delta 1-4.
S — Disable Y-Wing Blue 1.
P — Destroy Y-Wing Blue 2-4 (1 Advanced Torpedo each).
P — Destroy A-Wing Red 1-2.
B — Destroy CARG Bujiboi (4 Advanced Torpedoes).

Battle VII

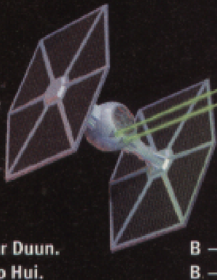
Before starting Battle VII you should practice with the newly-manufactured TIE Defender in the Training and Combat Chambers. You'll need to be totally familiar with its functions to survive the next missions.

Mission 1

Destroy 100% of Heavy Lifter group Waq.
Destroy 100% of Cargo Ferry group Whell.

Procedure:

*P — Destroy T/I H-Delta 1-2.
*P — Destroy T/F H-Alpha 1-3.
*P — Destroy T/A H-Gamma 1-2.
P — Destroy Container B HX 1-2.
P — Destroy Container E HM 1-2.
P — Destroy Container C Oxin 1-2.
P — Destroy Container D C223 1-2.
P — Dogfight with H-TIEs.
P — Attack Rebel Starfighters; when CRL Warhawk arrives (at 4:40), Z-95 and X-Wing are attacking Interdictor Harpax. Target INT Harpax, then press 'A' (Attacking Target)
  P — Destroy Z-95 Red 1-2.
  P — Destroy Z-95 Gold 1-3.
  P — Destroy Z-95 Blue 1-2.
  P — Destroy Z-95 Scarlet 1-3.
  P — Destroy T/B H-Zeta 1-2.
  P — Destroy X-Wing Gold 1-3; the mission is completed when ATR Gold 1-3 arrive (at 14:28).
B — Destroy Heavy Lifter group Waq.
B — Destroy Cargo Ferry group Whell.



Mission 2

Destroy 100% of Y-Wing group Red.
Destroy 100% of Y-Wing group Gold.
Destroy 100% of Z-95 Headhunter group Blue.
Destroy 100% of Z-95 Headhunter group Red.
Destroy 100% of X-Wing group Gold.

Procedure:

P — Attack FRG Akaga with 2 heavy bombs (release these at a distance of 1.0 — 1.7).
P — Reload Bombs with Transport Goya (Shift-'B').
P — Repeat attack on FRG Akaga.
P — Destroy Y-Wing Red 1-2.
P — Destroy Y-Wing Gold 1-2.
P — Destroy T/B H-Beta 1-2.
P — Destroy Z-95 Red 1-2.
P — Destroy Z-95 Blue 1-2.
Star Destroyer Garrett arrives at 5:31
B — Destroy Y-Wing group Red.
B — Destroy Y-Wing group Gold.
B — Destroy Z-95 group Blue.
B — Destroy Z-95 group Red.
B — Destroy X-Wing group Gold.

Mission 3

Destroy 100% of all Rebel craft.
Interdictor Harpax must have completed mission.

Procedure:

P — Attack CRL Warhawk with 6 Advanced Torpedoes.
P — Reload with Transport CUV 18f1 (Shift-'B').
P — Repeat attack on CRL Warhawk.
P — Attack VSD Protector (use the same procedure as CRL Warhawk, but on the Hard level you only have one reload).
*P — Destroy M/CRV Triumph 1-2.
*B — Destroy E/S Spitfire 1-2.
S — Destroy M/CRV Arditi 1-3 (4 Advanced Torpedoes).
S — Destroy M/CRV group Falcon.
S — Destroy M/CRV group BaKaar.
S — Destroy Assault Transport group Upsilon.

Mission 4

Destroy 100% of all Assault Gunboats.
50% of TIE Defender Delta must complete mission.

Procedure:

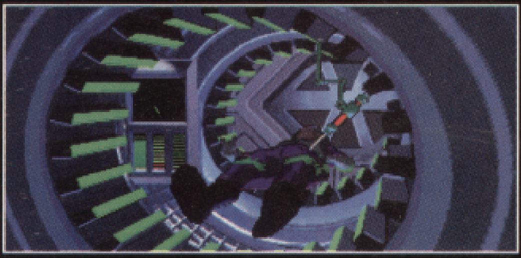
B — Destroy GUN Z-Mu 1-4.
B — Destroy GUN Z-Nu 1-4.
B — Destroy GUN Z-Tau 1-4.
P — As soon as Osprey arrives, launch 6 Advanced Torpedoes at INT Harpago, target the laser turrets (key "," until LASR TUR appears).
*B — Destroy T/B Z-Beta 1-3.
*B — Destroy T/B Z-Gamma 1-3.
*B — Destroy T/B Z-Theta 1-3.
P — Reload with TUG CUV/L-1.
P — Attack INT Harpago again with 6 Advanced Torpedoes.

Mission 5

No Bonus Goals

Procedure:

P — Order Wingmen to attack T/A group Z-Alpha.
P — Inspect E/S Haven 1-3.
P — Order Wingmen to ignore E/S Haven ? (Shift-'I').
P — Disable E/S Haven ? (the one carrying the Emperor).
P — Destroy the other 2 E/S Haven.
P — Destroy E/S Hellcat 1-3.
P — Destroy T/A Z-Alpha 1-3.
P — Destroy T/A Z-Beta 1-3.
P — Destroy T/A Z-Kappa 1-2.
P — Destroy T/A Z-Delta 1-3.



cheat lab

Welcome to the Cheat Lab, dear readers. This month, whether you're looking for cheats in Outpost or spurious chest metal in TIE Fighter, the lab is now open for business. Oh, and if you have any questions we can answer them as well. No, really...

Ultima VIII

Origin

All the way from Canada, a letter from Lincol Lin has dropped onto the PC GAMES doormat with a few cheats for the latest and greatest instalment of Origin's highly-impressive Ultima saga. If you're confident hacking around with data files, then back up the file AVATAR.DAT (i.e. copy it somewhere else in case something goes wrong) and then load it up into your favourite hex-editor (something like Xtree Gold or PC Tools will do nicely).

Scan through the file and change the values of bytes 42 and 43 from 00 00 to 01 01. Then save the file, quit out of the editor and reload Ultima VII. Start the game as normal but when you left-click on the Avatar, a cheat menu should appear. In addition, if you press CTRL + F1 you'll bring up the programmers Debug menu, and if you hit CTRL + F4 you can give the Avatar immortality.

Sadly, if the Avatar dies the cheat mode won't remain active when the game restarts so you'll have to quit out and go through the whole hacking process again.

And while we're on the subject of Ultima VIII, Andrew Ratcliffe has recently pointed out to me that despite my suggestion in the Ultima VIII tips that you can stroll up and pinch the Breath Of Wind any time you want to, it's much better to pick it up after you've encountered the delights of the Sorcerer's Enclave...

Frontier: Elite 2

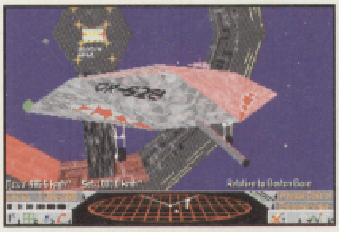
Gametek

Frontier is a huge, huge, *huge* game and it can be very confusing. Which is the best way to make money? Who should I fly special missions for? What weapons should I buy? So, Stephen Kilcline from Great Malvern kindly offers his thoughts about David Braben's space spectacular.

First of all, don't bother using any of the cheats to increase your money or your Elite rating as it will only spoil your enjoyment of the game. I know that this is the Cheat Lab and we provide cheats, but Frontier is all about having a career and building up your reputation and your finances. Where's the fun in starting off with a massively powerful spaceship and five squillion credits, eh?

Anyway, when you have amassed a bit of cash, start accepting missions to work for the military sector. The best set-up is to buy a Cobra MKIII starship fitted with a Class-3 military hyperdrive, radar-mapper, hyperspace analyser, auto-refueller, autopilot, 1MW beam laser, laser cooling system, three shield generators, atmospheric shields, naval ECM, energy booster and around 19 tons of military fuel.

It's recommended that you try and do missions for the Imperials, and if you do, try nipping along to Faerce (the Imperial military base) where there are lots of missions on offer. To start with accept only the missions to Sohoa and Vesquess, as you can reach these two star systems very quickly.



When you reach the rank of Lord in the Imperial hierarchy, you'll be allowed to perform 'photo' missions. The Imperial navy will equip your craft with cameras and tell you to find a hidden base on a certain planet in a certain solar system. Only accept the missions where you're given a month or two to complete them in.

When you take on a photo mission, sell your shield generators and buy more military fuel. Ideally, you should end up with about 35 tons of it. When your ship is fully equipped, launch from the base and hyperspace straight into the solar system that has the hidden base in it. Use the autopilot to fly to the planet, then fly in closer at about 15000km/h. When you spot a grey dot on the surface (this is the military base), target it and fly towards it.

Once you are about 100km or so away, enemy ships will launch and start to attack you. You should be able to ignore them, zoom past and activate your camera before they start to attack. Switch on the camera at a distance of 60km and then either shoot down some fighters to boost your Elite ranking or run away very quickly.

But, before you quit the system, don't forget to check on the mission sheet to see if you have completed the mission. If it says DONE, hyperspace to the nearest solar system with a base, refuel and then return to the Imperial base to collect your money.

As the game progresses and your skills and ranking improve, you will eventually be offered bombing missions — where your ship will be equipped with a nuclear bomb that is capable of destroying enemy bases — and various escort missions.

Finally, to get to a Competent rating, you need to get two 'Right On, Commander' messages. You get one of these messages after you have destroyed 256 ships, so you need four more to get to Dangerous, 8 more to get to Deadly and 16 more to get to the dizzy heights of Elite. Yes — this adds up to over 7500 ships. Happy shooting, fly-boys and -girls...

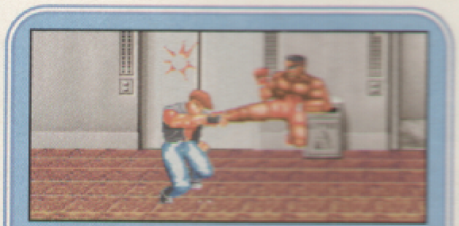
Outpost

Sierra

Okay, it's not as exciting as Space 1999, but Outpost certainly seems to be wowing you all out there in readerland, choking up Windows everywhere with its high-res cutscenes and Sim City-style gameplay.

Alexis Philippides from Limassol was one of the many readers who wrote in with these simple little cheats for this massively complicated space strategy game. So, if things are getting a little boring around your space colony, why not try pressing the following key combinations to liven things up.

CTRL + F9	***You can cause a mass driver misfire and kill the rebels.***
CTRL + F10	***You can call up a disasters menu.***
CTRL + F11	***You can gain unlimited resources.***
CTRL + F12	***You can change moral, educational and crime levels.***

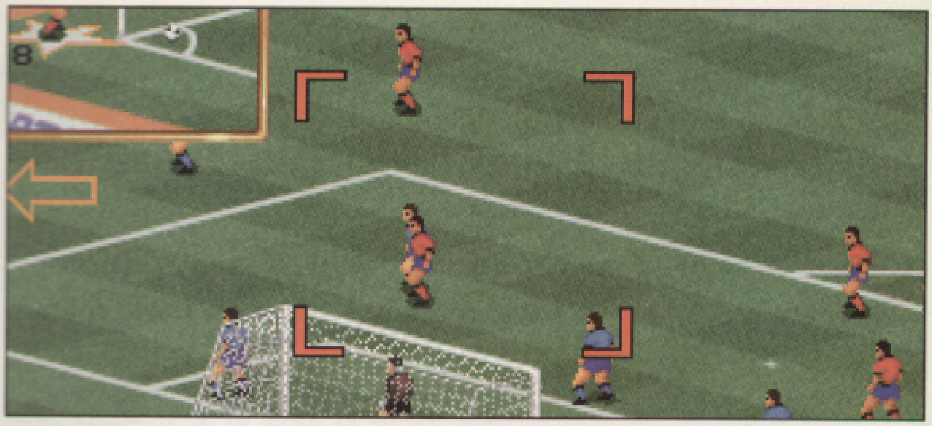


Body Blows

Team 17

With the arrival of the top beat-'em-up Body Blows at a bargain-bucket, never-to-be-repeated,offer-lasts-until-Christmas, budget-type price, James Adam has written in with a nifty little cheat to make your life easier.

On the opening menu screen where it displays '1 Player, 2 Player', etc, simply hold down the E and the W keys for a few seconds and you will get a cheat list which includes such handy features as invincibility, increased score and the ability to drain your opponent's life.



FIFA Soccer

Electronic Arts

Look, you probably know this already but if you're 2:1 down and there's only two minutes left on the clock, hoof the ball up to the opposition goalkeeper. Just as he's about to take the goalkick, position your attacking player right in front of him. If you've got it right, the ball will bounce off your player's chest and you can tap the ball into the empty net. 2:2, I think.

cheat lab Interactive

Once again the Cheat Lab goes interactive. But there's no Full-Motion Video or branching plotlines here, just our hard-working technicians delving deep into the postbags to reply to some of your gaming problems...

Dear Cheat Lab,

I've finally reached the end of Ultima Underworld but I can't seem to destroy the Slasher Of Veils. I've buried Garamon's bones and I know you've got to throw the eight talismans into the lava, but I can't find the Ring Of Humility. I know where it is but it doesn't seem to be there.

Angus Williams,
Slough.

If you have flicked the switches in the order that Derek suggested, the ring should appear on a plinth in the middle of the room. If this doesn't happen, you might well be the lucky owner of a bugged copy of the game and should contact the Electronic Arts helpline on (0734) 546465

Dear Cheat Lab,

I am stuck in Simon The Sorcerer. I have found the Milrith using the metal detector but I can't dig it up. Please help!

Paul Rogers,
Coventry.

You can't dig up the Milrith, but the archaeologist can. In the snowy wastes lies an unusual pebble. Use the pebble on the blacksmith's anvil and he will split it to reveal a fossil. Take the fossil to the archaeologist, give it to him and then walk off the screen.

Now go back to the spot where you left your metal detector and the archaeologist will have started digging there. Simply pick up the Milrith ore at the mouth of the hole and take it to the blacksmith so he can make it into an axehead.

Dear Cheat Lab,

I'm hopelessly stuck in Beneath A Steel Sky. I've just made myself a grappling hook but I don't know what to do with it. And I can't get the lift working in the park either.

Richard Watson,
Milton Keynes.

Okay. Go into the building where Hobbins works and walk upstairs and right onto the fire escape. Use the hook on the security sign which is on the wall of the building opposite. Once inside, enter LINC space and pick up every object that you can find. Decompress and open any files that you find. You can use the files with the terminal to get a wealth of other useful information and, most importantly, have access to the park lift.

Dear Cheat Lab,

I've been playing Alone In The Dark and I can't seem to get past the pirate with the wooden leg. Am I missing a special weapon or something?

Richard Evans,
Gwent.

Ah. No, you're not missing out on a special pirate-killing weapon — you'll need the sabre or the sword to kill him. You can get the sword by throwing the heavy statue at the suit of armour in the downstairs hallway.

Fight the pirate with the sword/sabre and even if the sabre breaks it will still be an effective weapon. You'll just have to persevere I'm afraid — he's a tough hard-nut of a character. But once you've killed him he'll drop a key to the locked doors at the end. Incidentally, don't forget to pick up the broken sabre blade — you'll need it later.

Dear Cheat Lab,

I'm playing Hand of Fate and I can't find the Windy Woof to make the Swamp Snake potion. Can you tell me where it is? Please?

Simon Powels,
Condover.

The Windy Woof you are looking for is actually the Gnarly Bark. Geddit? Woof = Bark? No? Oh well... Hand of Fate requires a bit of lateral thinking. For example, when you're searching for a Toadstool, don't use the mushroom you find but the small stool in Herb's Shack.

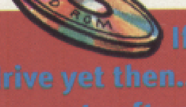
Stuck in an adventure?
Do you know any hot tips for todays top PC games?

If the answer to either of these questions is "Yes" grab a postcard and send your tips or queries to us at: CHEAT LAB, PC GAMES, Emap Images, 30-32 Farringdon Lane, London EC1R 3AU. You never know, you might be lucky enough to win a software prize.

IT'S NOT OUR FAULT!

PC GAMES can not be held responsible for loss of data or for the tips failing to work properly or for anything strange and bizarre that might happen to you and your PC within the next 153 years. You use these tips at your own risk. If anything goes wrong it's your fault. Just wanted to make that bit clear.

DR SPANNER'S CASEBOOK



If you're a PC owner and you haven't got a CD-ROM drive yet then... well, you're in a bit of a pickle, really, especially as most software companies are producing games for CD only. But don't fret — the good Doctor's here with some advice...

Shiny Happy CDs

You don't have to ask dear old Dr Spanner — ask anybody: if you want the best PC games these days, then you'll need a CD-ROM drive. Sorry, but here's no two ways about it. Bigger, fancier and more convenient (and cheaper for the software industry, but not for us poor punters...), CD-ROM games are what it's all about.

It seems reasonable enough, doesn't it? So you buy one. Then you realise that somehow you've got to find a screwdriver and install the thing, and the installation manual is written in a bizarre mixture of Serbo-Croat and Cantonese (but, then, aren't they always?).

What you need is help. But what you're going to get instead is Dr Spanner's unfeasibly useful and only slightly irrelevant guide to lobbing a CD-ROM drive into a PC-shaped box...

Some handy hints

Before you start mucking about with your PC's innards, it's a good idea to follow these simple — yet vital — first steps:

(1) Turn off your PC (I suppose I should have said that first).

(2) Discharge any static electricity your phenomenally magnetic personality may have picked up by touching something metal before poking about on circuit boards.

(3) Handle the components gently, but firmly.

(4) Read the installation manual.

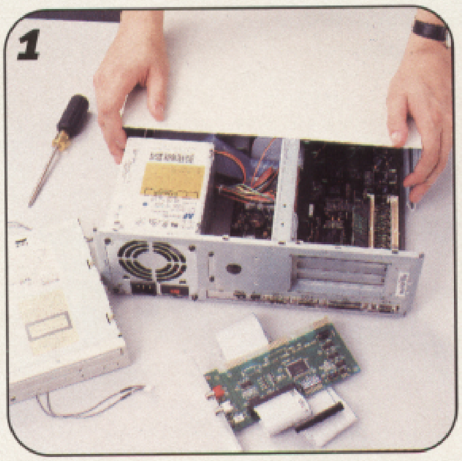
(5) Make a cup of tea or any other nutritious beverage of your choice.

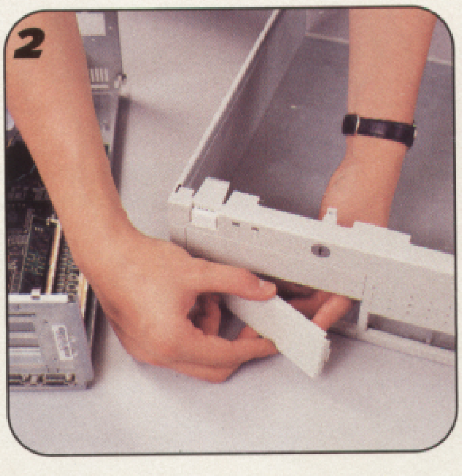
The step-by-step bit...

(1) To fit your new CD-ROM drive you're going to have to get it inside the PC, so first find one oversized, truly-huge tin opener. Start from the bottom right-hand corner and work round anti-clockwise... Bingo! the world's first open-top PC.

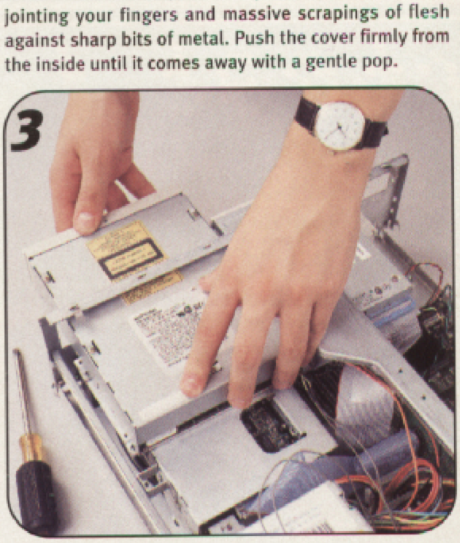
No. That's not it.

Okay, lets try looking for three or four Philips screws on the back of the case (that's the bit on the far side from the bit with the lights, disk drives, Intel Inside sticker and suitably tacky PC logo on it). Undo and slide, kick or lift off the case (it really depends upon what mood you're in).

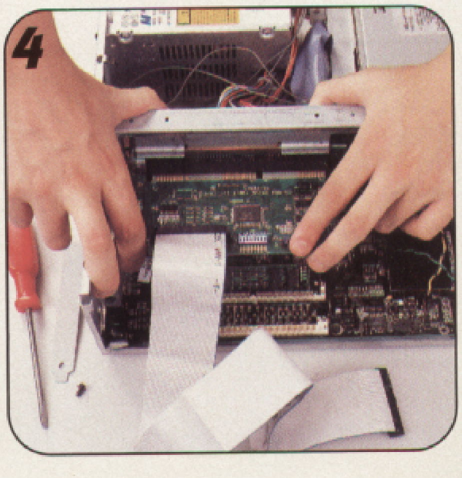




(2) Now you need to find a free drive bay for the CD-ROM — you'll have to unclip one of the bay covers from the inside to do this. And, because PC companies love us all so much, this will probably involve triple-jointing your fingers and massive scrapings of flesh against sharp bits of metal. Push the cover firmly from the inside until it comes away with a gentle pop.



(3) Now slide the drive into the free drive bay, until it's aligned with the front panel and the floppy drive. The drive should come with four screws which you use to attach it to the side of the bay, and possibly two brackets in case the bay is larger than average. Standards, huh? Anyway, fix the drive in place using the screws and the braces provided.

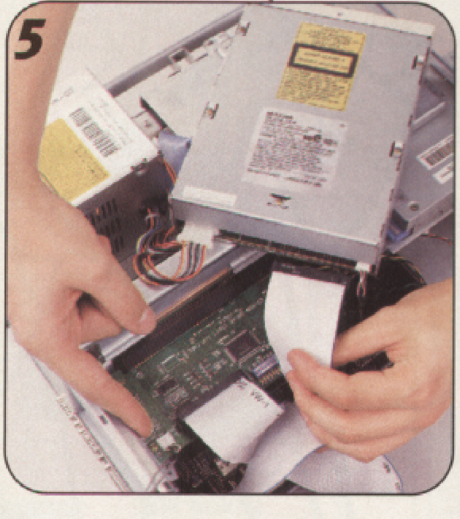


(4) Next, fit your CD-ROM drive's interface card or soundcard into any free expansion slot. Remove one of the thin vertical metal plates at the back of the PC, and firmly push your card into the free slot. Make sure the card is fully inserted — but without ramming it right the way through your motherboard.

(5) Now, to make your new CD-ROM drive work, you have to make three important connections to the back of the PC.

First, hook up one of the power connectors (usually a, splodgy mess of multi-coloured cables near the power supply box) to the white power connector on the CD-ROM.

Now hook up the audio cable (the thin one) to your soundcard and the CD-ROM drive. There are two main types of audio cable: three-pin and four-pin. Some soundcards have both, and some drives supply both just in case... if you're lucky.



5

Now connect the interface cable to the CD-ROM drive. There's a right way and a wrong way to do this... Usually, there's a red-coloured stripe down one edge that, quote, "connects adjacent to Pin 1 on the interface" which is fine — so long as Pin 1 is clearly marked. There's also a locating notch on the connector which should help you figure out which way is up.

Now connect the other end of the ribbon cable to your soundcard or the CD-ROM interface card.

Finally, replace the case on the PC, turn the power back on and install the software supplied with the CD. When you're doing this make a note of any IRQ settings you choose for the drive, because it's the sort of thing that's handy to know the next time your PC crashes or starts behaving oddly.

What can go wrong?

Well, pretty much about everything really. No, but seriously...

If you're not getting the results you expect then there are a number of things to check:

- Go back inside the PC and work through all the connections to the drive one-by-one. Make sure the right cables are plugged into the right holes and that nothing is back-to-front or upside down.
- Check that your soundcard works independently by, er, playing a game or running the soundcard's test program.
- Check that the CD is powering on — look for the little green light on the front of the drive doing little green light-type things. If you can't see a light you may have put the drive in facing the wrong way...
- Check that the install program has added the right CD-ROM driver to your **CONFIG.SYS** and **AUTOEXEC.BAT** files.
- A handy tip: Quite often you can free up extra base memory for games by loading the CD driver into high memory — just run the MemMaker utility if you have DOS 6.0 or better. Otherwise, add the **/E** extension to the end of the line in your **AUTOEXEC.BAT** to do much the same. I don't know where the hell this actually sticks the driver in memory terms, but it works for me, anyway.

Reading **the adverts**

All CD-ROM drives are made equal, but some drives are more equal than others ...

For starters, CD-ROM drives have different ways of connecting to your soundcards. The most common interface types are: Sony, Mitsumi and Panasonic. Always check before buying a new drive that it will work happily with your soundcard.

Also, the two important figures to look for are the access times and the data transfer rate.

The access time is how long it takes the drive to access data on a disc. It's measured in milliseconds, and the lower the number the better. An average double-speed drive would have an access time of around 300ms

The data transfer rate, on the other hand, measures how much data the drive can consistently shunt through per second. Measured in kilobytes, an average double-speed drive would manage around 250Kb/s.

COMPACT disc CD-ROM

IDE CD-ROM drives

The very latest CD gadgets are IDE drives. These are, to all intents and purposes, identical to standard drives except they use the IDE interface to connect to the PC.

The advantage of this is you don't need a separate interface card — so you get one free expansion slot and less aggravation during installation. There are no IRQs or DMAs to screw up your life, and they're compatible with pretty much every soundcard imaginable. Oh yes, they're also cheaper.

The Bluepoint ICD300 is the first double-speed drive to dip below the magic £100 mark — and it performs as well as drives that are twice the price.

...i'll give it the thumbs up!
CD ROM DRIVE
Try it!
For improved Games! Graphics! Music, etc

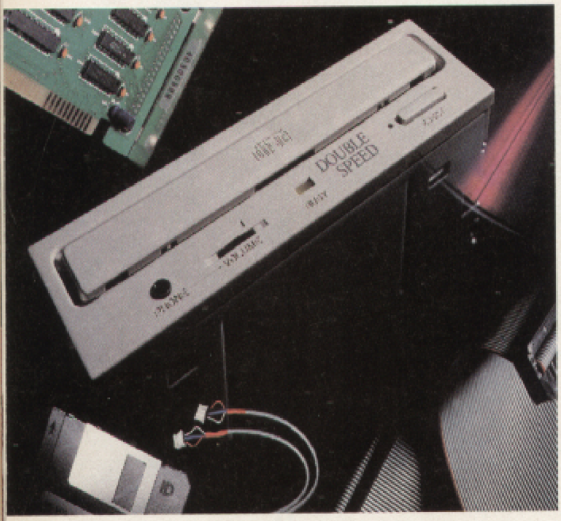
Drive time — A beginner's guide to what to buy...

Single-speed drives

Don't even bother to think about it. Dead, useless, nailed to the perch, gone to meet their makers, etc.

Double-speed drives

The current standard. These are fine for pretty much all jobs, but they will start to look tired in the next six months. Don't pay more than £160 for one.



Triple-speed drives

There's only one triple-speed drive available at the moment (from NEC), and it's selling by the hod-load. It's a good drive and very well made — but it may soon be overshadowed by cheaper quad-speeds in a couple of months.

Quad-speed drives

These are luvverly-jubbly... if you can afford them, that is. Currently, they'll set you back a cool £600 or so. But wait... I hear rumblings of a Teac quad-speed for £399 due out next month, with others to follow.

PC GAMES Recommends:

For skinflints...

Bluepoint ICD300, £99

An IDE drive. It's a good solid performer, unbelievably easy to install and to use, and very, very cheap. (For more about this drive, see our fantastic, for-a-limited-period-only subscription offer on page 76...)

Boston 724CD, £109

IDE again. Nice audio buttons on the front, looks good, easy to use — but a bit sluggish.

Safe bets...

Panasonic 562b, £129

They're everywhere these drives. Dependable, very well-supported and well worth a look.

Mitsumi FX001D, £149

It was Mitsumi who made the original ultra-cheapo, single-speed drive that undercut the competition's drives viciously at the time. It hasn't quite managed the same feat with this double-speed, but it's still a good performer.

Naughty but nice...

NEC 3Xi, £279

This is a triple-speed drive, so it's pretty much unique. A very good performer — but bear in mind what I said earlier about cheap quad-speeds.

Pioneer 650D, £549

Super-fast quad-speed drive that eats video for breakfast. And your wallet. Marry someone rich, then buy one.

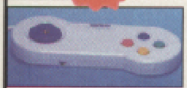
Coming to a hardware emporium near you...

- Teac quad-speed (circa £399, November).
- Bluepoint IDC600 quad-speed (circa £229, December).

PC JOYSTICK& MICE

CH FLIGHT STICK JOYSTICK
FOR PC (ANALOGUE, 15 PIN)
34.99

CH FLIGHTSTICK PRO
JOYSTICK FOR PC (ANALOGUE, 15 PIN) FOUR INDEPENDANT FIRE BUTTONS, THROTTLE CONTROL, BUILT-IN MINI JOYSTICK
59.99



GRAVIS ADVANCED GAME PAD
FOR PC (15 PIN)
21.99

GRAVIS JOYSTICK
FOR PC (ANALOGUE, 15 PIN)
29.99

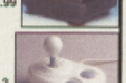
HAWK JUNIOR
JOYSTICK FOR PC
(ANALOGUE, AUTOFIRE,15 PIN)
9.99

PC OPTIX JOYSTICK
FOR PC (OPTICAL, ANALOGUE/DIGITAL SWITCHABLE, 15 PIN)
26.99

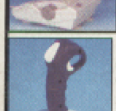
PHASE 9 PHANTOM 2
JOYPAD FOR PC (DIGITAL, AUTOFIRE & SLOW MOTION, 15 PIN)
15.99

QUICKSHOT 123 WARRIOR 5
(ANALOGUE,15 PIN)
11.99

QUICKSHOT 201 SUPER WARRIOR 5
(ANALOGUE, AUTOFIRE, 15 PIN)
14.99



SAITEK MEGASTICK 3
(DIGITAL,15 PIN)
8.99



SAITEK MEGAGRIP 3
(ANALOGUE, AUTOFIRE, 15 PIN)
12.99

SAITEK MEGAGRIP 8
(ANALOGUE, AUTOFIRE, 15 PIN)
4 FIRE BUTTONS WITH LED
15.99

SUNCOM FX2000
(ANALOGUE, AUTOFIRE, 15 PIN)
SWITCHABLE FIRE BUTTONS
24.99

EKLIPSE MOUSE FOR PC
290-2900 DPI VARIABLE RESOLUTION, 3 BUTTON MICROSWITCHED, LONG CORD
9.99

GAMES CARDS

CH GAMES CARD III AUTOMATIC. TWO JOYSTICK PORTS, AUTOMATICALLY ADJUSTS TO THE SPEED OF YOUR PC, IMPROVES JOYSTICK RESPONSE AND ACCURACY **34.99**

QUICKSHOT 113S PC GAMES CARD + JOYSTICK. TWIN PORT PC GAMES CARD WITH 113S PC ANALOGUE JOYSTICK (15 PIN) **16.99**

QUICKSHOT 163 SMART GAMES CARD FOR PC 386/486 MODELS. 2 X 15 PIN JOYSTICK PORTS, AUTOMATIC CLOCK SPEED DETECTION AND SELECTION, HOT KEY PROGRAM FOR CLOCK SPEED TUNING, SOFTWARE SELECTABLE. **11.99**

SOUND CARDS

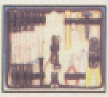
PC VALUE STARTER PACK. INCLUDES SOUNDBLASTER V.2 COMPATIBLE 8 BIT SOUND CARD WITH INBUILT JOYSTICK PORT (15 PIN), QS123 WARRIOR 5 JOYSTICK AND QS825 SOUNDMATE 4 STEREO SPEAKERS **64.99**

PC SOUND EXPERIENCE V.2 SOUND BOARD. WITH INBUILT (15 PIN) JOYSTICK PORT, MIDI INTERFACE AND CD AUDIO INPUT SOCKETS, COMPLETE WITH UTILITY SOFTWARE. 1 YEAR WARRANTY **39.99**

SOUNDBLASTER 16 VALUE PACK. 16 BIT STEREO SOUND CARD COMPLETE WITH COMPREHENSIVE RANGE OF UTILITY SOFTWARE, EDIT, MIX, RECORD AND PLAYBACK MUSICAL COMPOSITIONS ... **89.99**

COMPUTER CARE

CLEANING KIT FOR COMPUTERS (INCLUDES VACUUM) **17.99**



COMPUTER TOOLKIT - 21 PIECE EXPERT SET - SOLDERING IRON, SOLDER, 2 X TWEEZERS, 3 CLAW PART RETRIEVER, PARTS TUBE, 2 IC INSERTION TOOLS, WIRE STRIPPERS, CRIMP TOOL,3 SLOTTED, 2 PHILLIPS, ADJUSTABLE AND REVERSIBLE SCREWDRIVERS, 2 NUTSPINNERS PLUS CASE **54.99**

CD REPAIR SYSTEM - A SYSTEM OF OPTICAL FILLERS AND SEALERS, PERMANENTLY RESTORES DAMAGED MUSIC,DIGITAL VIDEO AND GAME COMPACT DISKS TO A PLAYABLECONDITION. **14.95**

FAX MODEM

POCKET GEM FAX/MODEM. EXTERNAL 2400BPS MODEM, SEND FAXES AT 9600BPS AND RECEIVE AT 4800BPS, FULL HAYES COMMAND SET COMPATIBILITY, BRITISH MADE, FREE SERIAL LEAD, DOS AND WINDOWS SOFTWARE AND 5 YEAR WARRANTY **119.99**

DISK BOXES

DELUXE DISK BOX 3.5" (80)
LOCKABLE, DIVIDERS (SHOWN) **9.99**

DISK BOX 3.5" (10) PLASTIC FLIP TOP **2.49**
DISK BOX 3.5" (120) LOCKABLE, DIVIDERS **9.99**

MEDIA LIFE DISK FILE DRAWER
(100 CAPACITY) STACKABLE DESIGN **12.99**
(200 CAPACITY) STACKABLE DESIGN **14.99**

MEDIA LIFE CD FILE DRAWER
(30 CAPACITY) STACKABLE DESIGN **14.99**

FOR OUR FULL RANGE OF PRODUCTS CALL OUR SALES LINES ON 0279 600204 AND REQUEST A FREE 16-PAGE COLOUR CATALOGUE

SPECIAL RESERVE DISKS WITH LABELS

BRITISH MADE, ERROR FREE

PACK OF 10 HIGH DENSITY 3.5" DISKS WITH LABELS AND FREE PLASTIC FLIPTOP BOX 6.99

PACK OF 50 HIGH DENSITY 3.5" DISKS WITH LABELS 19.99

PACK OF 10 TDK MF-2HD 3.5" DISKS (HIGH DENSITY BRANDED) 9.99

DYSAN DISKS

PACK OF 10 DYSAN HIGH DENSITY 3.5" DISKS WITH LABELS AND FREE PLASTIC FLIP TOP BOX 7.99

PACK OF 50 DYSAN HIGH DENSITY 3.5" DISKS WITH LABELS 22.99

OLIVETTI PC's 42 SX33 4/210 PC WITH MONITOR. EX VAT = 825.52 ...969.99

- INTEL486 SYSTEM (UPGRADEABLE) •33MHZ CLOCK SPEED
- SLIMLINE DESKTOP CASE • 3 FREE ISA 16BIT SLOTS
- 2 FREE VESA LOCAL BUS SLOTS
- 4MB RAM EXPANDABLE TO 64MB
- 210MB IDE HARD DRIVE • 3.5" 1.44MB FLOPPY DRIVE
- UK 102 KEY KEYBOARD & MOUSE
- 1 YEAR ON-SITE WARRANTY
- 14" 0.28 DOT PITCH LOW RAD MONITOR
- LOCAL BUS 1MB SVGA GRAPHICS ACCELERATOR CARD.

FREE SOFTWARE OFFER
- MS DOS 6.2 & WINDOWS 3.1
- MICROSOFT WORKS 3
- LOTUS ORGANIZER SOFTWARE
- INTRODUCTION SOFTWARE TUTORIAL

PRICES INCLUDE VAT & CARRIAGE TO UK MAINLAND

CALIBRA 486DX2 PC WITH MONITOR

- INTEL486 SYSTEM (UPGRADEABLE)
- 3 FREE ISA 16BIT SLOTS
- 2 FREE VESA LOCAL BUS SLOTS
- BUILT TO BS5750 & ISO9002 STANDARDS
- EXPANDABLE TO 64MB • 3.5" 1.44MB FLOPPY DRIVE
- UK 102 KEY KEYBOARD AND MOUSE
- 12 MONTHS ON-SITE WARRANTY
- 12 MONTHS TECHNICAL SUPPORT
- 14" 0.28 DOT PITCH LOW RAD MONITOR
- SVGA GRAHICS • MS DOS 6.2 AND WINDOWS

CALIBRA 486DX2/66 PC WITH MONITOR

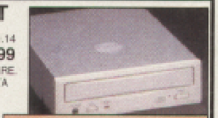
4 MB RAM, 270 MB HARD DRIVE, 256K CACHE AND 66MHZ CLOCK SPEED EX VAT = 1089.35 ...1279.99
4 MB RAM, 420 MB HARD DRIVE, 256K CACHE AND 66MHZ CLOCK SPEED EX VAT = 1131.91 ... 1329.99
16 MB RAM, 420 MB HARD DRIVE, 256K CACHE AND 66MHZ CLOCK SPEED EX VAT = 1089.35 ...1799.99

4 MB RAM EXPANSION BOARD FOR CALIBRA PC
EASILY INSTALLED TO UPGRADE FROM4 MB RAM TO 8 MB ...155.99

ADD A PLUS MULTIMEDIA PACK ONLY WHEN YOU BUY A PC – FITTED FREE

PLUS MULTIMEDIA PACK - CD ROM DRIVE AND SOUND BLASTER 16 (ONLY WHEN YOU BUY A PC) ...**219.99**
PANASONIC CR562B DOUBLE SPEED CD-ROM DRIVE AND SOUND BLASTER 16 SOUND CARD FULLY FITTED TO YOUR NEW PC. HIGH SPEED 320MSEC ACCESS, 300KB/SEC DOUBLE SPEED DATA TRANSFER RATE, CD ROM XA, MULTISESSION AND KODAK CD COMPATIBLE. FULL MULTIMEDIA COMPATABILITY (MPC COMPLIANT). CD ROM CONNECTED DIRECTLY TO 16 BIT STEREO SOUND BLASTER PROVIDES EXCELLENT SOUND QUALITY FOR GAMES PLAYERS AND MUSICIANS.

CD ROM DRIVES EASY TO FIT



NEW LOWER PRICES

PANASONIC CR562B INTERNAL CD ROM DRIVE... ... ... **139.99** EX VAT = 119.14
SLOTS INTO SPARE DRIVE BAY OF PC TO RUN CD ROM SOFTWARE. HIGH SPEED 320MSEC ACCESS, 300KB/SEC DOUBLE SPEED DATA TRANSFER RATE, CD ROM XA, MULTISESSION AND KODAK CD COMPATIBLE. 5.25" HALF HEIGHT DESIGN. AUTO LOADING CD TRAY. KIT COMPLETE INCLUDING INTERFACE AND EASY TO INSTALL. CONNECTS DIRECTLY TO SOUNDBLASTER 16 VALUE SOUND CARD PROVIDING FULL MPC COMPLIANCE

SONY CDU33A033 INTERNAL CD ROM DRIVE. ... ... **129.99** EX VAT = 110.63
SLOTS INTO SPARE DRIVE BAY OF PC TO RUN CD ROM SOFTWARE. HIGH SPEED 320MSEC ACCESS, 320KB/SEC DOUBLE SPEED DATA TRANSFER RATE, CD ROM XA, MULTISESSION AND KODAK CD COMPATIBLE. 5.25" HALF HEIGHT DESIGN. MOTORISED TRAY LOADING. KIT COMPLETE INCLUDING INTERFACE, EASY TO INSTALL

COAST INTERNAL CD ROM DRIVE. ... ... **119.99** EX VAT = 102.12
SLOTS INTO SPARE DRIVE BAY OF PC TO RUN CD ROM SOFTWARE. HIGH SPEED 320MSEC ACCESS, 300KB/SEC DOUBLE SPEED DATA TRANSFER RATE, CD ROM XA, MULTISESSION AND KODAK CD COMPATIBLE. 5.25" HALF HEIGHT DESIGN. MOTORISED TRAY LOADING. KIT COMPLETE INCLUDING INTERFACE, EASY TO INSTALL

INTERNAL IDE HARD DRIVES FOR PC

420 MB HARD DRIVE, 128K CACHE **199.99**
HIGH SPEED WESTERN DIGITAL 3.5" INTERNAL IDE DRIVE. 1" HIGH, 12 MS ACCESS TIME. 3 YEAR WARRANTY. EASY TO INSTALL, FITTING INSTRUCTIONS INCLUDED.

250 MB HARD DRIVE, 64K CACHE **164.99**
HIGH SPEED 3.5" INTERNAL IDE DRIVE. 15 MS ACCESS TIME, 1 YEAR WARRANTY. EASY TO INSTALL, FITTING INSTRUCTIONS INCLUDED

UNBELIEVABLE PRICES – INCLUDING VAT AND CARRIAGE

FREE STEREO SPEAKERS

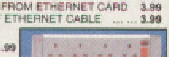
MICROVITEC 1438 MULTI-SYNC MONITOR

FOR PC, COMPLETE WITH STEREO SPEAKERS, 0.28 DOT PITCH RESOLUTION, 15 PIN RGB DIN PLUG. AMIGA ADAPTOR PLUG INCLUDED. SUITS ALL ALL PC SCREEN MODES TO SVGA. 1 YEAR WARRANTY

299.99

LEADS AND NETWORKING LEADS

ETHERNET CARD FOR PC. TO LINK INTO A NETWORK VIA THIN ETHERNET CABLE, INCLUDES T-PIECE **59.99**
2 METRE THIN ETHERNET CABLE WITH BNC CONNECTORS **8.99**
5 METRE THIN ETHERNET CABLE WITH BNC CONNECTORS **10.99**
10 METRE THIN ETHERNET CABLE WITH BNC CONNECTORS **12.99**
15 METRE THIN ETHERNET CABLE WITH BNC CONNECTORS **15.99**
20 METRE THIN ETHERNET CABLE WITH BNC CONNECTORS **20.99**
T-PIECE FOR THIN ETHERNET. EXTENDS CABLES IN 2 DIRECTIONS FROM ETHERNET CARD **3.99**
TERMINATOR FOR THIN ETHERNET - REQUIRED TOBLOCK ENDS OF ETHERNET CABLE **3.99**



ANTI-SURGE 4 WAY MULTIPLUG EXTENSION LEAD. PROTECTS AGAINST ELECTRICAL SURGES. **24.99**

SWITCHER BOX FOR AMIGA, ST OR PC. CONNECTS TWO PRINTERS OR TWO PERIPHERALS TO PARALLEL PRINTER PORT. MANUAL SWITCHER. REQUIRES SWITCHER LEAD... ... ... **17.99**

SWITCHER LEAD (STRAIGHT THROUGH CABLE). CONNECTS AMIGA, ST OR PC TO SWITCHER BOX.1.8 METRES PARALLEL (MALE TO MALE 25 WAY D CONNECTORS) **9.99**

MAINS CABLE - PC BASE UNIT TO MONITOR **7.99**

PRINTERS *WITH FREE PRINTER LEAD*

Free Watch Offer

CITIZEN ABC PRINTER WITH COLOUR KIT, 24 PIN, 80 COLUMN, 192CPS/64LQ,5 LQ/1 DRAFT FONT WITH FREE EASYSTART SOFTWARE, 2 YEAR WARRANTY (Shown)
FREE WATCH WORTH £35.99 FOR A LIMITED PERIOD **156.99**

CANON BJ10-SX BUBBLE JET PRINTER, 64 NOZZLE, 80 COLUMN, 110 LQ CPS2LQ/3 DRAFT FONT, 1 YEAR WARRANTY **185.99**

CANON BJ-200 BUBBLE JET PRINTER, 80 COLUMN, 248 CPS, 8 TYPEFACES, 3 PRINTING MODES, 1 YEAR WARRANTY ...**239.99**

CANON BJC-600 BUBBLE JET PRINTER, 80 COLUMN, 8 FONTS, 360 DPI RESOLUTION, BUILT-IN 100 SHEET FEEDER ...**519.99**

CITIZEN SWIFT 200C PRINTER WITH COLOUR KIT, 24 PIN, 2 YEAR WARRANTY ...**184.99**
CITIZEN SWIFT 240C PRINTER WITH COLOUR KIT, 24 PIN, 2 YEAR WARRANTY ...**219.99**

EPSON LQ-100 PRINTER, 24 PIN, 80 COLUMN, • NEW LOWER PRICE • ...**137.99**

EPSON STYLUS 800 INKJET PRINTER, 2 YEAR WARRANTY ...**224.99**

PANASONIC KXP4400 LED PRINTER, LASER QUALITY, 2 YEAR WARRANTY ...**479.99**

STAR WINTYPE 4000 LASER PRINTER, 1 YEAR WARRANTY ...**389.99**
TONER CARTRIDGE FOR STAR WINTYPE 4000 LASER PRINTER ...**69.99**

STAR SJ144 COLOUR THERMAL PRINTER, LASER QUALITY, 1 YEAR WARRANTY ...**349.99**

SPECIAL RESERVE

HEAVY discounts
HUGE range

Special Reserve
The Discount Club

FREE – 16 page colour catalogue – just phone

0279 600204

HUGE range of hardware, software, books, peripherals and leads for PC, CD Rom, Amiga, CD32, Sega, Nintendo, Atari, Apple, Sony, Philips and 3DO. All official UK products, all at HEAVILY discounted prices

Order by post, or by phone or come to one of the Special Reserve

CLUB SHOPS

OPEN 10am to 8pm SEVEN DAYS A WEEK

CHELMSFORD - 43 Broomfield Rd around the corner from the bus station
SAWBRIDGEWORTH - The Maltings 200 yards from the train station

Over 200,000 people have joined Special Reserve

ALL PRICES INCLUDE VAT AND CARRIAGE

CD32 SPECTACULAR VOYAGE ...240.00

ATARI JAGUAR CYBERMORPH ...219.99

AMIGA A1200 LEMMINGS+DP3 ...300.00

AMIGA A1200 DYNAMITE PACK ...340.00

GAMEBOY + FREE KIRBY'S DREAMLAND 39.99

SEGA GAME GEAR + 5 GAMES 85.99

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

Members receive our 48-page Colour Club Magazine bi-monthly
Each issue reviews a selection from our extensive range and includes at least £30 worth of coupons for additional savings on top products
Members are under no obligation to buy anything

MEMBERSHIP FEES	UK	EC	WORLD
SIX MONTHS TRIAL	4.00	6.00	7.00
ONE YEAR	7.00	9.00	11.00

ONE YEAR PRICE INCLUDES SIX ISSUES OF THE SPECIAL RESERVE MAGAZINE WITH £180 OF XS COUPONS

Credit Card Sales 0279 600204 10am to 8pm Daily

CHOICE OF SERVICE - PLEASE READ BEFORE YOU ORDER

All prices include VAT and 2-3 working day carriage to UK mainland
Software and peripherals are sent by post, hardware by White Arrow
Please add 40p per posted item if you require first class post
Please add £10 per hardware item if you require overnight carriage
Hardware items (battery or mains) are only supplied to the UK mainland
Allow one or two days for processing and despatch of stock items
All items are individually despatched and may not arrive together
An order confirmation/despatch advice/VAT receipt will follow
Overseas orders must be paid by credit card (no hardware sold overseas)
Overseas surcharge £2.00 per software item or 25% on other items

PC GAMES LEAP

(BLOCK CAPITALS please)
Name & Address__________

____

__________Postcode__________
If PC please state DISK or CD ROM
Phone No __________Machine__________
Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)

item__________
item__________
item__________
item__________

Please use this box to add any **optional** fast delivery charge
1st Class Post 40p per posted item or £10 overnight hardware

ALL PRICES INCLUDE UK POSTAGE & VAT £
Cheque/P.O./Access/Mastercard/Switch/Visa

CREDIT CARD EXPIRY DATE ______SIGNATURE__________ SWITCH (ISSUE NO____)

Cheques payable to: **SPECIAL RESERVE at**
P.O. BOX 847, HARLOW, CM21 9PH
or FAX a credit card order on 0279 726842

Inevitably some games listed may not yet be available. Please phone sales to check availability before ordering. We reserve the right to change prices and offers without prior notification. PRICES CORRECT AT TIME OF GOING TO PRESS. 6.9.94 E.& O.E.
Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

SAVE £2.00

NEW MEMBERS – THIS VOUCHER IS WORTH £2.00. JUST DEDUCT £2.00 OFF THE PRICE OF ANY ONE ITEM ORDERED AS YOU JOIN FOR ONE YEAR OR MORE. USE BY POST OR BY PHONE ON 0279 600204. Offer applies to Memberships of one year or over, bought before October 30th 1994

The name's Erskine. Christina Erskine. And if you've got a technical problem, I've got a not-so- technical solution. That's why they call me...

THE *TROUBLE SHOOTER*

The 'Shooter's hotline has been sizzling this month, with Panicked from Peckham demanding urgent attention: **"Help! My friend says he had a virus recently, and it wiped the whole of his hard disk! It couldn't happen to me, could it?"**

Okay, Bothered, just pop your PC up here on the couch and let' s have a look at it...

Could I have a virus on my PC?

Well, it's highly unlikely. Viruses are far rarer than the newspaper stories and publicity would have you believe. And people often think that they must have a virus if their machine runs slowly or crashes in the middle of a game, but this is more likely to be a fault or a configuration problem.

What are the symptoms of a virus?

Many and varied. There are over 4,000 viruses and variants in existence, and the effects range from nothing at all (some viruses were programmed so badly that they were ineffective) to corrupting your entire system. Mostly, though, they will just infect your program files (files whose names end in .EXE and .COM.

Great — so I can't tell whether my PC is clean or riddled with infection?

If everything is working normally — i.e. your programs run at the right speed, the hard disk doesn't seem to have filled up mysteriously, and there are no files with strange names that you can't remember creating — then relax; you're almost certainly healthy.

On the last point, though, note that if you run Windows, it can create temporary files with some very odd names that are quite normal. Other programs may create temporary files as well, so don't take that symptom on its own as evidence of a viral attack.

Even if you have more than one of the effects listed above it may not be a virus, but you might want to run a virus check on the PC just to make sure. There's a virus-checker incorporated with versions of MS-DOS 6 and later, so if you have that use it. If you still have DOS 5 or earlier, consider upgrading — it costs around £60.

So what exactly is a virus?

Put as plainly as possible, a virus is a program which will copy itself from one disk to another (from a floppy to your hard disk, for example) without you knowing it — and whoever wrote the virus generally did it with mischievous or malicious intent.

There are four types of virus, two of which you are more likely to encounter. First, there's the type of virus which will copy itself to your PC's bootstrap loader — a small program in the space on your hard disk called the boot sector. The bootstrap is the program which calls up your operating system when you switch the PC on. Floppy disks also have a boot sector.

Secondly, there's the type of virus which attaches itself to 'executable' files on the PC, i.e. files with names ending in .EXE or .COM. These viruses are activated when you run the infected program.

How does a virus get on your machine?

Well, it can't just grow all of its own accord — you have to put it in the PC yourself, although of course you won't do it deliberately. But you will catch a virus if you load infected files on to your PC — so there are three main ways of doing this:

Firstly — and most commonly — is by inserting an 'infected' floppy disk which has virus-ridden files on it into your PC and you copying over those files on to your hard disk.

Secondly, by downloading infected files from a bulletin board or on-line network — this is now quite rare because bulletin boards have had enough scares over the years to be very careful about screening the files that are uploaded to them.

Thirdly, if your PC is connected to a network and someone else on the network gets a virus it could well spread to your machine.

If viruses are most often transmitted on floppy disks, aren't magazine coverdisks a bit dodgy?

Not at all. In fact, the coverdisks on reputable magazines are very safe indeed. Can you imagine how much excrement would go splat into ventilating equipment if a magazine distributed a virus on its coverdisk? It's more than our lives are worth.

PC GAMES, for example, uses one of the most comprehensive virus checkers, updated monthly, and screens its coverdisks at every single stage of production — even taking samples straight from the duplication line — to ensure that not even the whiff of a germ gets anywhere near the disk.

Phew. That's all right then. But how do I know if I've got an infected disk?

Well, it doesn't swell up and throb, and it doesn't come out in spots. But you can exercise a little care over what you feed your PC in order to cut down the risk of catching something nasty.

Right. I've heard that games are more likely to hold viruses than proper business programs.

Utter nonsense — that's a complete myth. You should be safe with bona fide commercial master disks, and you should be safe with Shareware from reputable libraries, for pretty much the same reason that you're safe with PC GAMES' coverdisks.

What you want to look out for is disks which could have been any-old-where before they got to you. That's disks with pirated programs on them — they'll have been passed around from pillar to post and could have been in hundreds of PCs before you were given a copy (and they're illegal).

It's also disks from people you hardly know (as in, "Here, have a look at this — there's a load of other stuff on the disk, but the file you want is called RIPOFF.TXT"), and disks from your mate who's always going on about how he's blagged all these great programs from various dubious sources. You get the picture.

But I can't just say I'll never load another disk again. There must be a fool-proof way of avoiding a virus.

Your best bet is to invest in a virus-checker. You want a program that will scan your PC's hard disk and floppy disks for infected files and for boot sector viruses, and which will then repair them if it finds them.

You can also choose whether to go for a program which searches for specific viruses and is regularly updated (such as Dr Solomon's Anti-Virus Toolkit), or one which scans the disk looking for file irregularities and oddities. This last is probably suitable if you don't use a lot of non-commercial disks. Remember, one cost-effective way of buying a virus checker is to upgrade to (or use) the program included in MS-DOS 6.x.

This is all very well, but suppose I do have a virus — what can I do?

Okay, here's the Troubleshooter's six-point guide to staying calm under virus attack:

(1) Stop whatever you're doing.
(2) Switch off the PC.
(3) Put a write-protected boot disk — one that you know is clean — in your floppy disk drive. See PC GAMES, Issue 3, for details on how to make a boot disk.
(4) Switch the PC back on.
(5) Run your virus-checker, and repair all files it finds with the virus.
(7) Write-protect all your floppy disks and run the checker on each floppy.

N.b. When you clean up after a virus attack, take care to scan *all* your floppy disks. Any disks that you have used while the virus has been dormant in the machine may still have an infected file on them — and may not be the original source of the virus. After cleaning up the hard disk, you will only re-install the virus if you then use an infected floppy disk.

This is scary stuff...

Calm down. As I said, viruses are rare, especially if you have a PC at home and don't go in for using disks from every Tom, Wayne and Gary. You should go through a lifetime without ever coming near a virus. Take a leaf out of Nick Ross's book: Don't have nightmares.

Another problem shared and cared for. If you've got a problem with your PC that needs a spot of troubleshooting, drop me a line and we'll talk it through. And when I'm not being the Troubleshooter, I've got a day job as editor of PC REVIEW, sister magazine to the very wonderful PC GAMES. PC REVIEW covers the whole gamut of PC entertainment and includes a Technical Help section, in which you can find more detailed versions of the articles which appear in this section.

We love a good letter, we do, so get scribbling now and send your efforts to Dave, the so-called 'Editor', at: PC GAMES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Alternatively, you can Fax us on: (071) 972-6710. Remember, the best letter wins £50!

Letters

Starletter

DATE DILEMMA! £50 Winner!

Dear PC GAMES,

On reading your excellent review of Inferno last issue, I was greatly disappointed to find that there was a rather large mistake in it, namely its printed release date. Your review said the magical words 'Out Now', but after a great amount of scouting around I discovered that it won't be released until the latter half of October — even Ocean itself didn't have a definite release date.

Now I know as well as anyone that release dates are always changing, but what I want to know is how can you possibly review a game not yet released for well over a month — you can't be reviewing the genuine article.

Mark Whatton,
Malmesbury, Wiltshire.

Glad you enjoyed the review, Mark, and sorry about the mistake with the release date — you're absolutely correct, Inferno won't be available until late October. It's our fault — and the man responsible (Dean) has been severely tarred and feathered...

For your information, the version of Inferno reviewed was indeed the 'genuine article'. Inferno has been ready for release for some time now — as we understand it, Ocean is holding the game back for an October launch to avoid clashing with TIE Fighter (not that they need worry, as in our opinion Inferno's a superior game).

We negotiated with Ocean for the exclusive review and were privileged enough to get our hands on one of the first master CDs duplicated — in fact, we were the only people oustide of DID and Ocean to have one. You can trust us, Mark — unlike some magazines, we won't 'review' blatantly unfinished software just to claim an exclusive...

PIRACY! (YAWN!)

Dear PC GAMES,

I am not writing a letter of praise (others can do that) but one about an issue which has upset me — software piracy. Just why do people pirate software? Well, as I see it, it's for two reasons...

Firstly, because they do not want to pay the £45 asking price for most games. I can understand why games are so expensive — all the development time and so on — but I am afraid that as I am only 13, £45 is simply out of reach. If I was a dishonest kind of guy, I'd go and buy a copy of it off my friend for less than a fiver.

But if the games producers were to lower the prices — to, say, £20 — I would not mind paying this for the original. If the games developers are expecting Joe Public to pay out £45 every three weeks for a new game, then they are going to be sadly disappointed.

Secondly, because they do not want to have to face wading through a 200-page manual for some stupid letter to let them play. I don't know about you, but I play games to relax and have fun, not to search through a manual looking for some meaningless word. It seems as if software houses are penalising people who do part with their money and buy the original, when pirates have the game cracked in minutes.

Why can't all games be like Sim City 2000 or Comanche: Maximum Overkill? These are the only games I have played so far in which the developers have trusted the user not to copy the game.

Ben Hodges,
Wilmslow, Cheshire.

If I had a penny for every letter I've read on the subject of software piracy, I'd have £2.46.

Software is expensive for many reasons, and one of main ones is, as you say, software development. The days of the lone programmer creating a whole game on his own in just four weeks are long gone — now teams of four, five, six or even more people labour for a year or so to create a game. Funding a team of that size for so long is not cheap.

And producing state-of-the-art CD-ROM games is even more pricy, becauses there's things like the cost of the actors and the studio time to take into account — for example, it's predicted that Wing Commander 3 will eventually have cost Origin over $3m to develop.

Another main reason for the high price of software is piracy. It's an awful Catch-22 situation — because people pirate, the companies have to make the games more expensive to cover lost earnings, which means that more people pirate them... and so on, and so on.

Trouble is, no matter how expensive software is, this "People can't afford û45 for a game, so they *have* to pirate it" whine just doesn't add up. I mean, I can't afford a Porsche, but that doesn't mean that I *have* to go and steal one. Haven't these people ever heard of *saving* for something?

Look, let's get a few things straight: (1) software piracy is theft, plain and simple; (2) people pirate because they're greedy and want something for nothing; and (3) pirates not only steal from the software companies, they also steal from the honest punters who actually fork out for original games by forcing price increases. Piracy is neither big, hard or clever — it's pathetic, cowardly and stupid.

And as for your second point Ben — get real! Are you seriously suggesting that people buy pirated software just to avoid typing in a password at the beginning of a game? How much inconvenience does that *really* cause? Of course, if people didn't pirate software in the first place, the companies wouldn't have to put in copy protection...

WE'RE GREAT!

Dear PC GAMES,

Last month's issue was the first one I'd ever bought, and did I love it or did I love it? The demos were brilliant ant the mag was just as good. However, one thing that puzzled me — why do you have the 'It's A Bit Like...' box on every review? Is it just for fun?

Edward Fitzgerald,
Churchdown, Gloucs.

Errr, no. The 'It's A Bit Like...' box is there to give you a familiar reference point to the game currently being reviewed, and to help give you an idea of whether the game reviewed is right for you or not.

WELL SAID, SIRS!

Dear PC GAMES,

At last someone dares to speak out on behalf of gamesplayers everywhere! I'm referring to your feature 'Are Original Games Dead?' in PC GAMES, Issue 2. So, are original games dead? I don't know. Is originality important? Yes — but perhaps not as important as interactivity, which you accurately describe as a unique characteristic of computers.

Games designers seem to fall short of the mark a little too often in this respect — perhaps when they stop saying "We've only scratched the surface of CD-ROM potential" they'll find time to scratch a little harder.

In the ten years or more that most PC gamers have been working their way up from the lowly ZX-81, games have developed mainly in response to technical advances rather than as a determined exploration of what people want to do within a game/simulator. We don't just want to 'play' games anymore, we want genuine involvement, flexibility and the feeling of actually 'being there'.

Personally, I'm not impressed by Full-Motion Video on a PC. We've had a video for ages, ta very much — it sits under the telly. Instead, fill those magic little silver disks with vast 3D landscapes and lots of things to do other than knocking out Russian choppers. In fact, make it just like the real world — only bigger and without the danger.

Meanwhile, anyone for Chess...?

Gareth Forster,
Worle, Avon.

I'm not surprised that you're somewhat sceptical about CD-ROM games, especially those packed with FMV that claim to be 'interactive movies', as a lot of them have been pretty smelly to say the least.

However, things are changing very rapidly, and games likes Access' Under A Killing Moon and Origin's Wing Commander 3 are finally showing the amazing things that games designers can do when they 'scratch the surface of CD-ROM potential'.

DOWN MEMORY LANE...

Dear PC GAMES,

After several years with my trusty Amiga, I recently moved over to the PC. When I was an Amiga owner, my favourite games mag was The One, a mag that chubby Dave may vaguely remember. [Since I used to be The One's Editor, that's quite likely — Dave.]

Being an avid fan, I followed Dave's move into the PC world closely and — lo and behold! — he's produced a mag that has all the sadistic humour, digs at workers and solid reviews of its forerunner! Smart, I thought.

This month's issue came through and flicking through its pages who did I spot but Matt [Broughton, The One's Staff Writer], complete with goaty beard, posing as Dr Spanner! What is this — The One For PC Games? Am I to find that dear old Jen is secretly designing the mag with a monkey mask on? Snigger.

But enough of that sillyness. What I'm really writing in to ask is: what does Imp think he is doing (PC GAMES, Issue 2)? Doom is the best game I have ever played in my life. There is only one person I know that doesn't like Doom, and I have just read his column, my hate and resentment growing with every word.

'Originality' is always referred to as if it's got some sort of magical aura surrounding it, but so what if a game is unoriginal (as ALL games are today) as long as there are enough new ideas to make the game different — and Doom certainly has enough for me.

The gameplay makes quite a few people I know wet their pants, particularly if they're playing in a darkened room with the sound up, and the feeling of panic you get when a Baron chases you can make your heart beat faster than a rave drumbeat.

Admittedly, Doom's gameplay is repetitive but then which game's isn't? All flight sims involve manoeuvring planes and all adventures involve progressing through a maze of screens — it's how its done that's important.

Matt Morris,
Redland, Bristol.

Indeed, that was Matt 'The One' Broughton you spotted in Dr Spanner's Casebook — we roped him in as Dr Spanner's 'glamorous assistant' because (a) we're all pig ugly, and (b) Matt will do anything for a half-pint of shandy.

Sadly, that isn't a heavily made-up Jenny Abrook lurking beneath the ape-like exterior of Dave Kelsall — although we wish it was...

Well, Imp certainly stirred up a storm with his 'Doom Is Crap!' column. Current voting stands at: For Imp — 0; Against Imp — 4,639. By the way, this correspondence is now closed.

MORE QUESTIONS...

Dear PC GAMES,

I have some questions about the rate at which computer technology is advancing and the 'ultimate' gamesplaying PC...

(1) What do you suggest for a gamer to buy — a 486, a Pentium or what?

(2) Do you think that advances in computer technology will ever come to a halt and why?

(3) Is it true that on a 90MHz Pentium arcade games do not work properly?

(4) Do you think the 486 PC will ever be 'out of date'?

Maniac,
No address given.

I love letters like this — they must be as interesting to read as they are to answer. Anyway, enough of the sarcasm, let's get on with it...

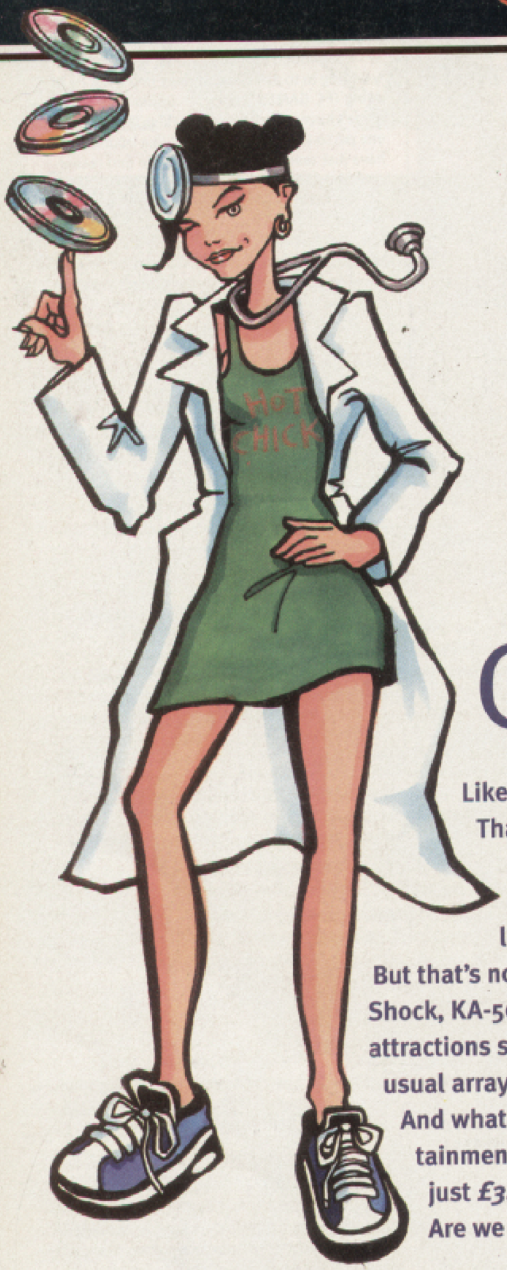
(1) Whatever you can afford — the more powerful, the better. A 33MHz 486DX should see you right for a good long while to come.

(2) Not really. Theoretically there is a physical limit to how much processing power you can fit inside a silicon chip, but we're a long way from reaching it yet.

(3) A lot of old-ish PC games were designed to run as fast as the processor would let them, which means that on the ultra-powerful Pentium they go crazy. However, more modern games have 'locks' built-in to prevent the screen from updating too quickly.

(4) Yes.

NEXT MONTH



It's *shiny!*

It's *round!*

It bounces on *the ground!**

* Although it might break in the process.

CD-ROM! **CD-ROM!**

Like that sexy business woman in the skin-care ads on telly, we move with the times. That's why, on the front of next month's issue of PC GAMES, you'll not only find a superb High Density disk crammed with top demos of the latest floppy titles, but also a shiny CD-ROM disc jam-packed with state-of-the-art playable demos of the latest CD games!

But that's not all. Inside the mag you'll find big reviews of top games like Ecstatica, Creature Shock, KA-50 Hokum and (maybe) Wing Commander 3, exclusive previews of forthcoming attractions such as Alone In The Dark 3 (with screenshots!) and U.S. Navy Fighters, and the usual array of easy-to-use tips, in-depth features and *ker-razy* humour.

And what would you expect to pay for such a mind-bogglingly excellent all-round PC entertainment package? £6.95? £5.95? £4.95? Nope — the next issue of PC GAMES will cost you just *£3.95*, the same as always.

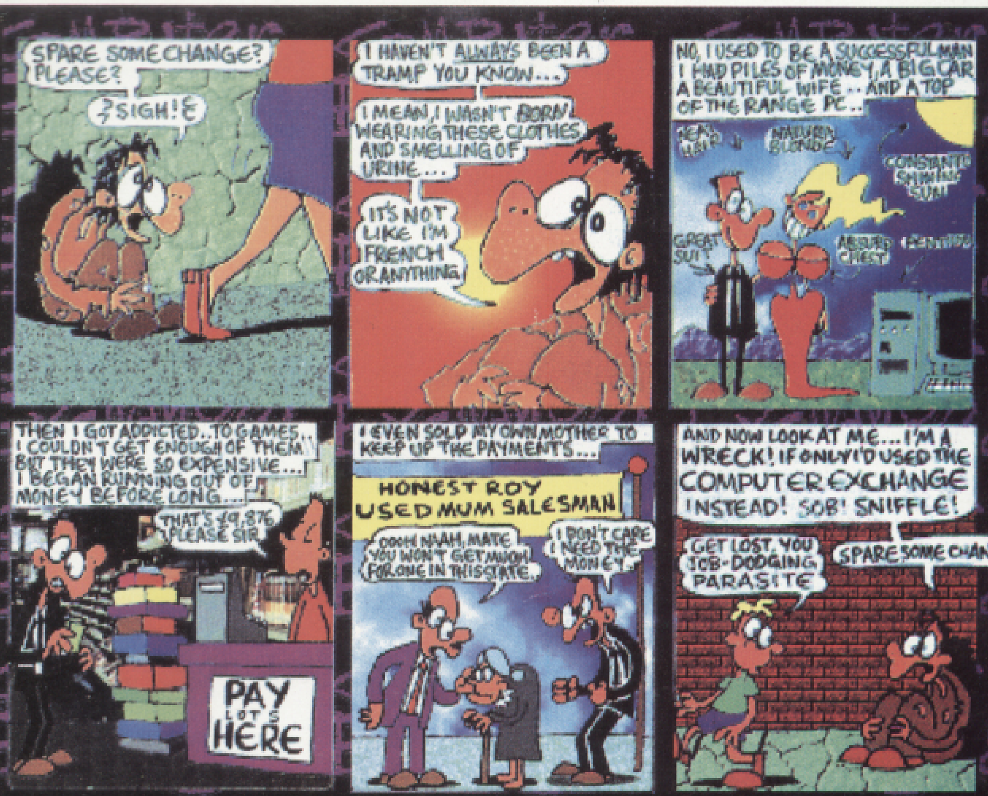
Are we good to you or what?

PCGAMES

A *lot* more for no more!
December issue on-sale November 3rd.

Computer Exchange!

Where CHOICE meets VALUE and they both start snogging like drunken teenagers at a party.


SPARE SOME CHANGE? PLEASE?
?SIGH!?
I HAVEN'T ALWAYS BEEN A TRAMP YOU KNOW...
I MEAN, I WASN'T BORN WEARING THESE CLOTHES AND SMELLING OF URINE...
IT'S NOT LIKE I'M FRENCH OR ANYTHING
NO, I USED TO BE A SUCCESSFUL MAN I HAD PILES OF MONEY, A BIG CAR A BEAUTIFUL WIFE.. AND A TOP OF THE RANGE PC..
REAL HAIR
NATURAL BLONDE
CONSTANTLY SHINING SUN
GREAT SUIT
ABSURD CHEST
THEN I GOT ADDICTED..TO GAMES. I COULDN'T GET ENOUGH OF THEM BUT THEY WERE SO EXPENSIVE... I BEGAN RUNNING OUT OF MONEY BEFORE LONG...
THAT'S £9,876 PLEASE SIR
PAY LOTS HERE
I EVEN SOLD MY OWN MOTHER TO KEEP UP THE PAYMENTS...
HONEST ROY USED MUM SALESMAN
OOOH NAAH, MATE YOU WON'T GET MUCH FOR ONE IN THIS STATE.
I DON'T CARE I NEED THE MONEY.
AND NOW LOOK AT ME... I'M A WRECK! IF ONLY I'D USED THE COMPUTER EXCHANGE INSTEAD! SOB! SNIFFLE!
GET LOST, YOU JOB-DODGING PARASITE
SPARE SOME CHANGE?

At the TCR Computer Exchange we buy, sell, and exchange PC games like there's no tomorrow. Whether you're after NEW stuff, or 2nd hand bargains, giving us a call is a smart move. Games Dept.: 32 Rathbone Place, London W1P 1AD. Open 7 days.

Call us NOW on (071) 636 2666 and we'll talk.

Thinking of UPGRADING? Fancy SELLING your PC? Hungry for love?

Whatever you're after, our HARDWARE DEPARTMENT can help you! They BUY, SELL and EXCHANGE all kinds of PC hardware. Why not exchange your old, crappy stuff for nice new bits and pieces? Also, ask about our FUQA PC's.. custom built to suit YOUR needs at a flabbergastingly low price! It's the GROOVIEST PC store EVER!!!!

FUQA

TCR COMPUTER EXCHANGE HARDWARE DEPT.:
143 WHITFIELD STREET, LONDON W1P 5RY
Call them NOW on (071) 916 3110

QUARANTINE

If you've got the RAM, we've got the pedestrians.

Available for PC CD-ROM
and PC Compatibles

GAMETEK

GAMETEK (UK) LIMITED, 5 Bath Road, Slough, Berks, SL1 3UA

If you've got the RAM, we've got the pedestrians.

Available for PC CD-ROM and PC Compatibles

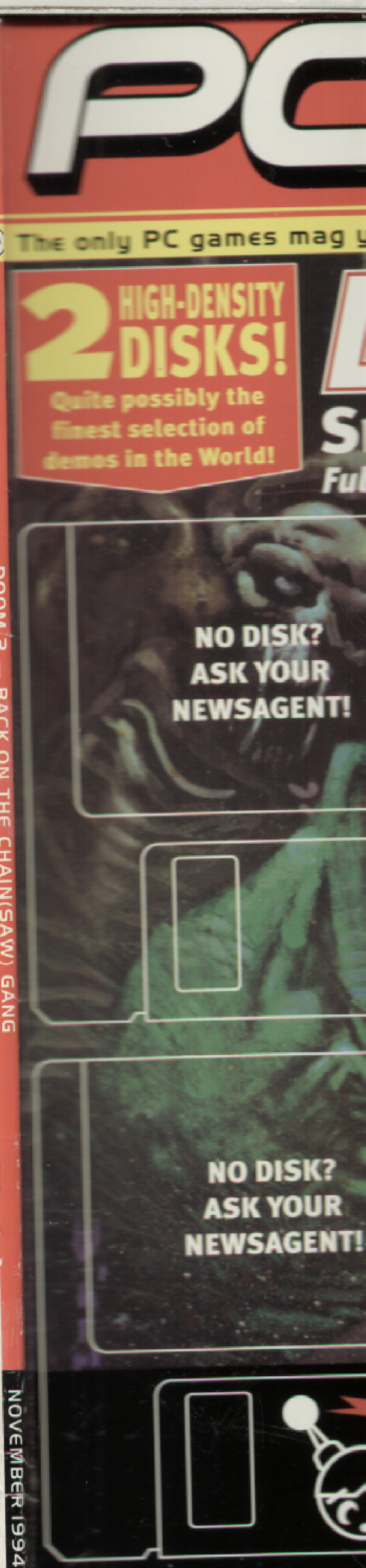
GAMETEK

GAMETEK (UK) LIMITED, 5 Bath Road, Slough, Berks, SL1 3UA

PC GAMES

DOOM 2 — BACK ON THE CHAIN(SAW) GANG

NOVEMBER 1994


PC
The only PC games mag y
2 HIGH-DENSITY DISKS!
Quite possibly the finest selection of demos in the World!
S
Ful
NO DISK? ASK YOUR NEWSAGENT!
NO DISK? ASK YOUR NEWSAGENT!